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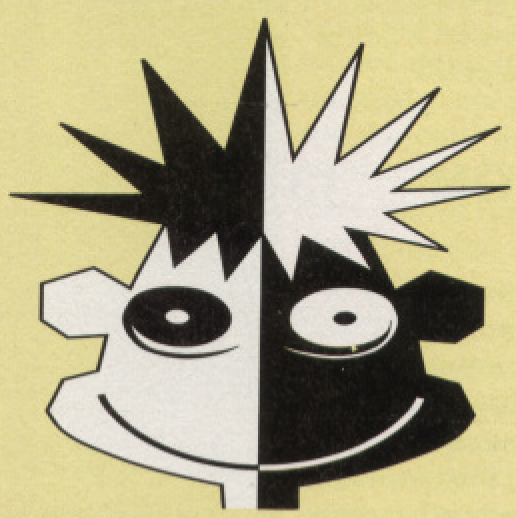
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CONT

MEAN MACHINES

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APRIL ISSUE SEVEN



The Classic R-Type gets the treatment on page 88.

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JULIAN "JAZ" RIGNALL
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GARY "AWARD-WINNER" HARROD
AD MANAGER
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PRODUCTION ASSISTANT
JO "JO" GLEISSNER
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GRAHAM "GRJ460" TAYLOR
THANKS THIS MONTH TO: The Ribble Valley voters, Back Street Heroes and Performance Bikes for being a brill read, S Singh for saving someone's bacon and Special Agent Cooper.
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COMPETITION RULES

Although we don't like it, 'cos we'd win all the time, no EMAP employees or their immediate kin may enter, but it's okay for everyone else apart from the Dwayne Minton family of West Wormwood because they stink of fish and their underpants are skiddler than the M25 on a bank holiday Monday. Whatever Jazza says on competition matters goes, and no correspondence shall be entered into. So don't write and moan because it'll be all in vain.

JAZZA'S FINAL BIT

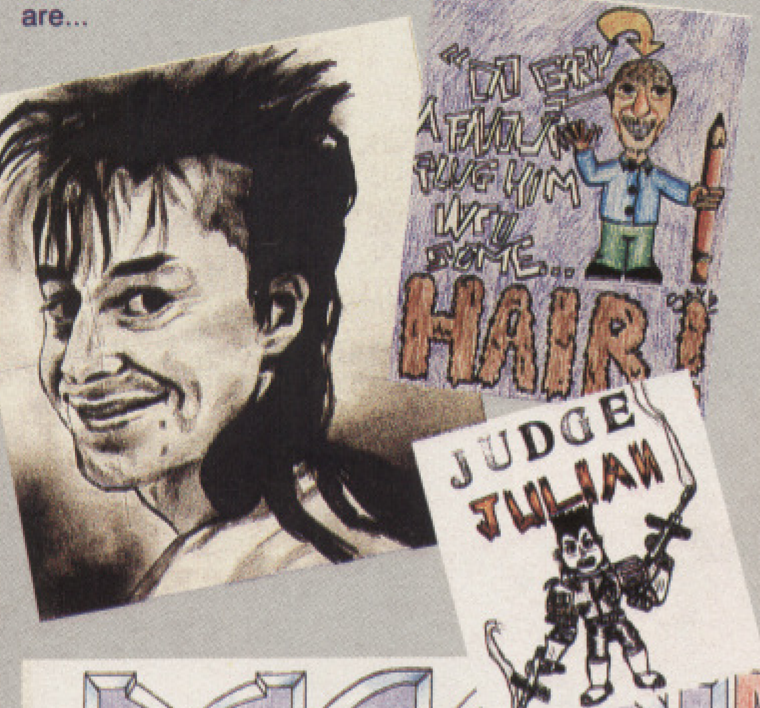
Last month I set you the impossible task of guessing the colour of the rugby shirt I was wearing while writing the piece. All but two of you guessed that I was wearing the same rugby shirt as I was in the picture opposite. You were wrong! I was actually wearing my new Harlequins shirt - claret, grey, green and black - not the "Rest of the World" shirt of yellow, green, black and blue. Sorry - but I said it was virtually impossible! Special mentions to S Sidley of High Wycome and Neil Sweeny of Cowley for both taking a chance on red and white - but I haven't got one of those yet. So the Gameboy prize remains un-won. Next month I'll do another mini-comp and I might even up the prize stakes...

Cor! There's so much in this month's editorial, you'll be pleased to hear that I haven't got room to say anything much! It's great that so many of you are writing into the magazine - we thrive on contact with you readers! We want to know what you think of the mag, of games, of anything really! Otherwise how can we change things for the better?

So if you've got anything to say, always write into the mag! Also, if you've got pictures, drawings or photos of anything funny, get them in an envelope and send them to us, we'll print 'em here and you'll earn yourself instant fame and fortune...

MEAN MACHINES SUPER PICS

The talent of the MEAN MACHINES readers continues to show itself with a whole load of excellent pics this month. The incredibly good drawing of Jazza was sent in by Matthew Risley of Hertford. Keep drawing, Matthew, there's talent in them thar fingers! Richard Sanz of Westbourne was responsible for the numorous Gary Harrod picture, and Judge Julian was penned by Roddy Easson of Tain, Ross Shire. If you've got a great picture, why not send it in to MEAN MACHINES and show everyone just how brill you are...



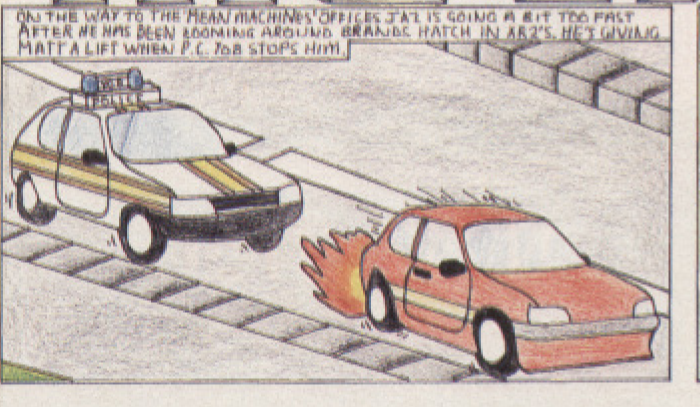
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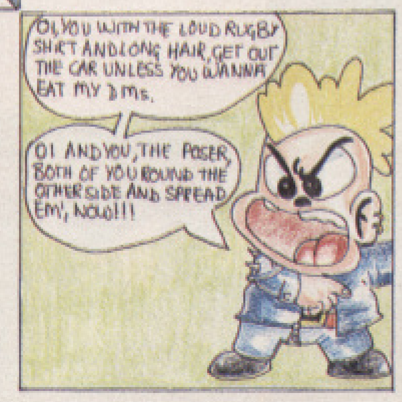


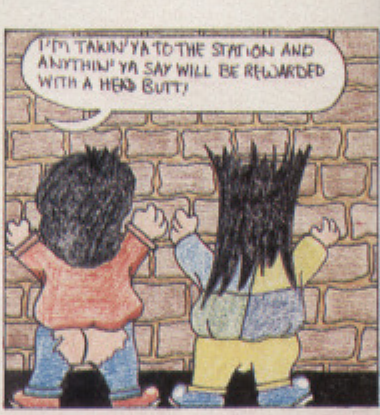
ROB 'N' GEORGE WIN AWARD

MEAN MACHINE'S two mail sorters, Rob and George, picked up a prestigious prize at the recent EMAP Awards ceremony. They were named as EMAP's Greatest Postmen, beating off top ancillary talent from all parts of the country. "We're in it deep and smelly", commented George, while a very pleased Rob was quoted as saying "about time too - we sort out flippin' loads of MEAN MACHINES mail every a day". We hope you join us in congratulating the pair for their dedication and making sure that your letters always get through.











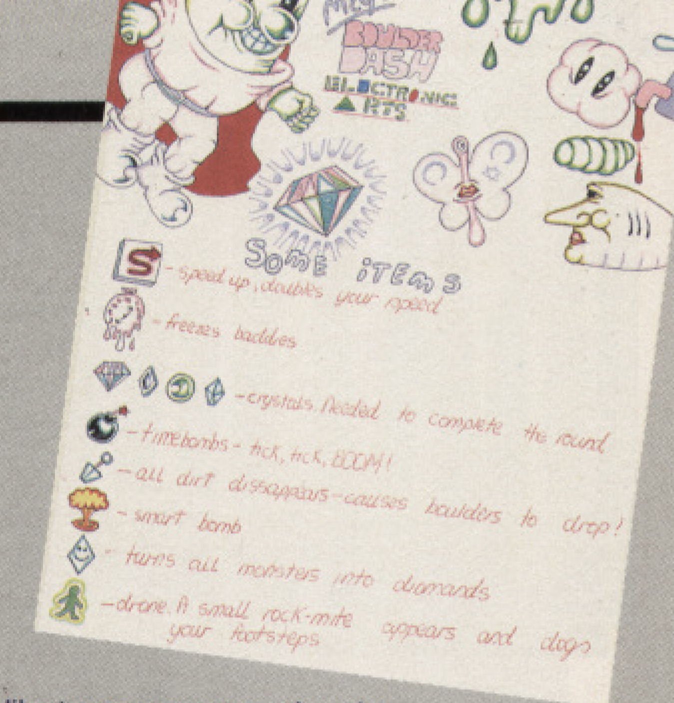




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LETTER TO JAZ

I got a personal letter this month from Sean Thompson of Clondalkin, Dublin who says that he'd like to see one of his all-time favourite games (and one of mine), Boulderdash, made for the Megadrive. He's got plenty of new ideas for the game in the form of extra weapons, shown in his picture here. I think it'd be a brilliant idea - perhaps there's a software house out there who'd give it a go? It would certainly be a winning product! If you have any ideas about some classic games you'd like to see on a console, why not write to the magazine with your suggestions?



PET TALENT CORNER

Pictures of two super-talented pets have arrived this month. The clever MEAN MACHINES-reading cat belongs to Charles Wood of Bridlington, and the dead cool Irish Setter, Sammy, was snapped by Mark-Anthony Wood of Hazel Grove, Stockport. Cheers for the pics, guys. If anyone else has some pics of wild 'n' wacky pets, send them in to: MEAN MACHINES PET TALENT, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. If they're good, they'll be printed here!







JULIAN "FOR WORK THERE IS A REWARD" RIGNALL

The strange-sounding Ysgol Uwchradd Tregaron was Jazza's first port of call, then he went on to Penglais in Aberystwyth to do his A-levels. By this time he was regularly entering arcade championships, but it wasn't seen as a Good Thing by his far-sighted year tutor Mr Varley, who advised him to "stop playing those video games, because they'll never get you anywhere". Lucky he ignored him, eh?

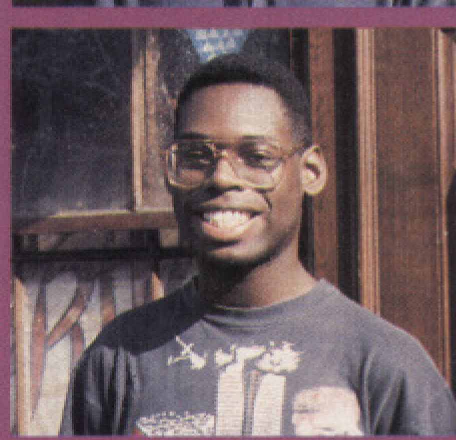
CURRENT FAVE GAMES: JOHN MADDEN'S, RAMPARTS, ACTRAISER



MATT "AMO, AMAS, AMAT" REGAN

Matt went to Colchester Royal Grammar, the school with maroon blazers, where was taught to write by a rotund, cricket-loving English teacher called Roger Bayes. When he left school, he went to Queen Mary College in East London, where he did a degree in Classical Studies, passing with a 2nd (that's why he's so hot with any game that's based around mythology, Greece or Rome).

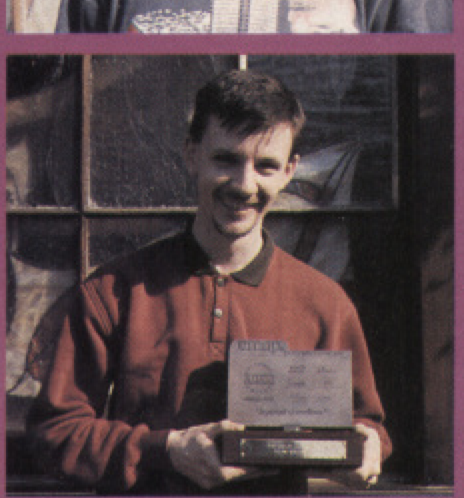
CURRENT FAVE GAMES: JOHN MADDEN'S, FINAL FIGHT, MARIO 4



OZ BROWN'S SCHOOLDAYS

At Lister Comprehensive, Oz was given plenty of opportunity to vent his talents in the art class. His art teachers Mr Walker and Mr Shefford both thought that he would "become very famous". How right they were. He went on to East Ham Technical College, where he got his B-TEC diploma in graphic design.

CURRENT FACE GAMES: ATOMIC ROBO KID, AEROBLASTERS, JOHN MADDEN'S



GARY "SQUADDY WELDER" HARROD

At Henry Harbin Secondary in Poole, Gary didn't take art as might have been expected from an award-winning artist - he wanted to become a helicopter pilot. However, he didn't score high enough in the entrance exam, so instead chose a mechanical engineering course which included welding. Finally, though, his artistic instincts burst through and he went to Bournemouth and Poole College of Art and Design where he got an OND in Technical Illustration.

CURRENT FAVE GAMES: PC ENGINE TENNIS, GUN FRONTIER, SNOW BROTHERS



Here at MEAN MACHINES we are committed to giving you the most in-depth console reviews. Here's how they work.

GAME DIFFICULTY: This tells you how easy or tough the game is. If you're a novice player, easy games should keep you happy. If you're a veteran joystick-jockey, medium or hard games are recommended.

LIVES: Tells you how many times can you die and still return from the grave.

CONTINUES: Tells you how often you can restart from where you died. Beware: too many continues can allow you to finish the game too quickly, and seriously damage your enjoyment.

SKILL LEVELS: Many games let you fix the difficulty level for yourself, so you can increase the challenge if you get good at it. This tells you how many skill levels there are.

RESPONSIVENESS: Is it humanly possible to avoid that mutant's death-beam, or does the joystick refuse to obey your frantic commands? This section lets you know!

PRESENTATION: This is an important part of any game. Are the instructions clear (and in English)? Do the option screens make sense and look pretty? Is the screen well laid out? Is there plenty of in-game info? This rating tells you all.

GRAPHICS: This includes not only the quality of the sprites and their animation, but the backgrounds as well. Graphics are judged not only on their prettiness, but on how well they are suited to the game.

SOUND: The difference between a booming, catchy intro tune and a few weak bleeps that sound like a dying Spectrum is indicated here. Music and effects can make a big difference to a game, so don't ignore this factor.

PLAYABILITY: Some games you just can't stop playing, no matter how late at night it is. This measures the addictiveness of the game, and how much you'll think about it - even when you're not playing it!

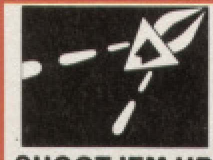
LASTABILITY: You don't want to spend your cash on something that will only last a week. Check this box out to judge if you are going to be playing it in a month, or be bored with it within a week.

OVERALL: This is it. This mark takes into account all the above ratings and acts as a guide to the game's overall quality. If a game scores over 90%, it's a Megagame and is well worth buying!

PLAYERS: Simply tells you how many players can play the game - either simultaneously, or one after the other.

GAME TYPE

These nifty icons show you what sort of game it is - here's the full list:




PLATFORM

BEAT 'EM UP



DRIVING

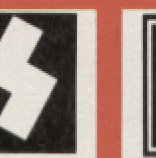


SPORTS

ADVENTURE



SIMULATION



PUZZLE

ARCADE

BATTLE SQUADRON

SELECT SCREEN

1 PLAYER
2 PLAYERS
OPTIONS

BY:'TRONIC ARTS
PRICE: £39.99
RELEASE DATE: JAN
GAME DIFFICULTY: MED/HARD
LIVES: 3
CONTINUES: 1-5
SKILL LEVELS: 1
RESPONSIVENESS: GREAT

1-2 PLAYERS

PRESENTATION 91%
The game is very well presented, with plenty of options. Nice presentation screens as well.

GRAPHICS 91%
A nice variety in all the backdrops and sprites.

SOUND 72%
Decent enough effects, but the tunes are slightly lacking.

PLAYABILITY 87%
Plenty of really decent shoot 'em up thrills on offer - shame about the extra weapons though.

LASTABILITY 81%
The two-player option keeps the thrill-level high, and in the single-player mode there's plenty of long-term challenge.

OVERALL 85%
A tough and addictive vertical scroller, which could have done with some better power-up weapons. Recommended to hardened blasting freaks.



90+
A MEAN MACHINES MEGAGAME! A completely superb game which shouldn't be missed.
80-90
A very, very good game which just misses out on the Megagame award due to minor deficiencies. Definitely try it.
66-79
A pretty good game which should still appeal to fans of the genre.
45-64
An average game - might disappoint some fans.
30-44
Below average. Very few players will get much entertainment.
11-29
A very poor game indeed which will only be played a few times before being shelved.
14-
An utterly ghastly travesty which should be avoided at all costs.

AWARDS

MEGAGAME
When you see this on a review, it means that the game has gained the highest award MEAN MACHINES can bestow. And if the game is for your machine, you better start saving for it now!





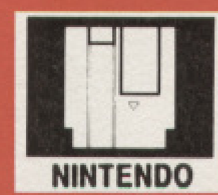

CLASSIC
This is given to a golden oldie which MEAN MACHINES decides to review. Although the game has been out for a while, if you haven't got it in your collection, you're missing out.

FORMAT

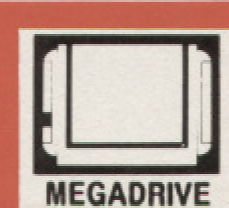
This icon tells you what type of cartridge the game is on - here's the full list:



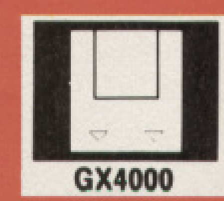
SEGA



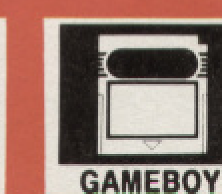
NINTENDO



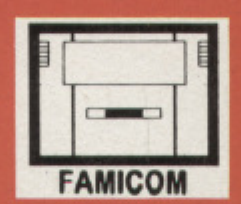
MEGADRIVE



GX4000

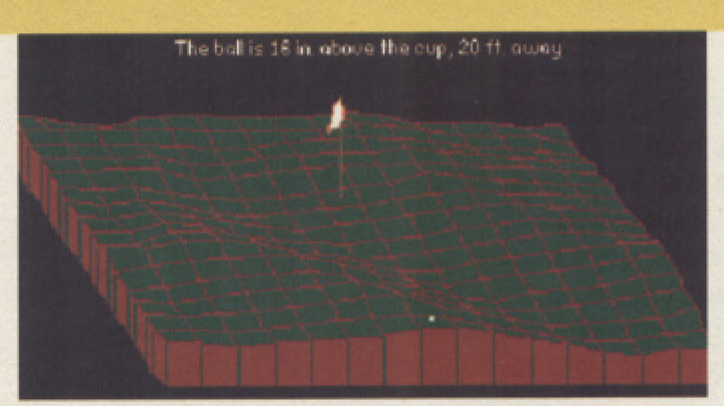


GAMEBOY

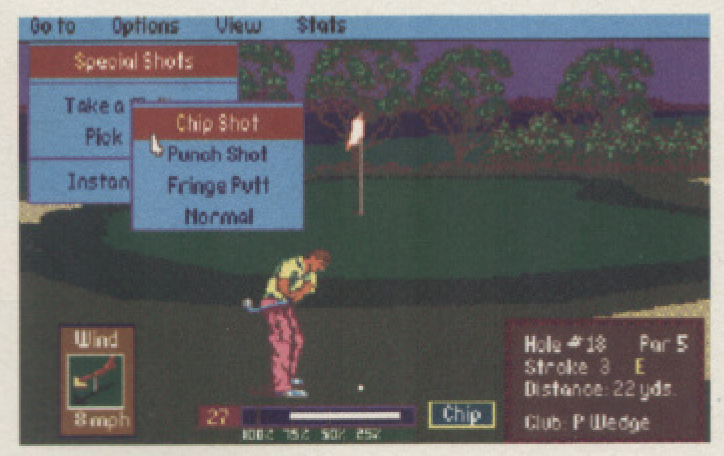


FAMICOM

IF THE IDEA OF TAKING ON 60 TOP GOLF PROS SEEMS DAUNTING, THAT'S PAR FOR THESE COURSES



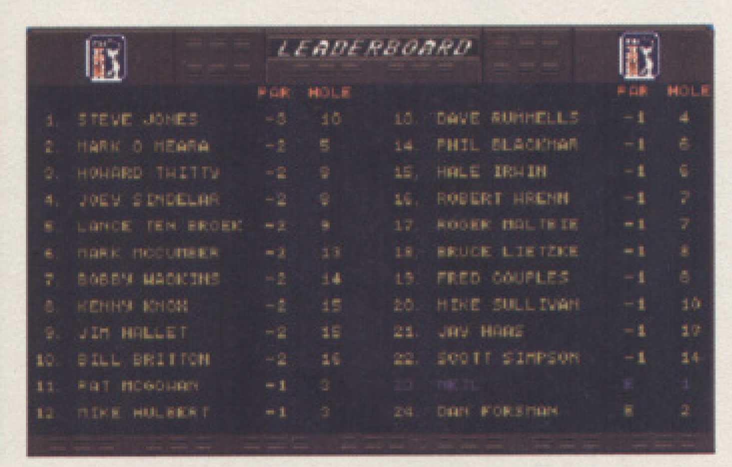












PGA TOUR® Golf is no relaxing Sunday morning jaunt.

Instead it is you against 60 top pros on the U.S. PGA TOUR circuit, in real tournament conditions on four of the toughest courses known to man.

PGA TOUR Golf assesses how your rivals, such as Fuzzy Zoeller, Craig Stadler and Paul Azinger would have coped with each hole. Your relative successes or failures are then displayed on a constantly updated leaderboard and relayed to you by a match commentator.

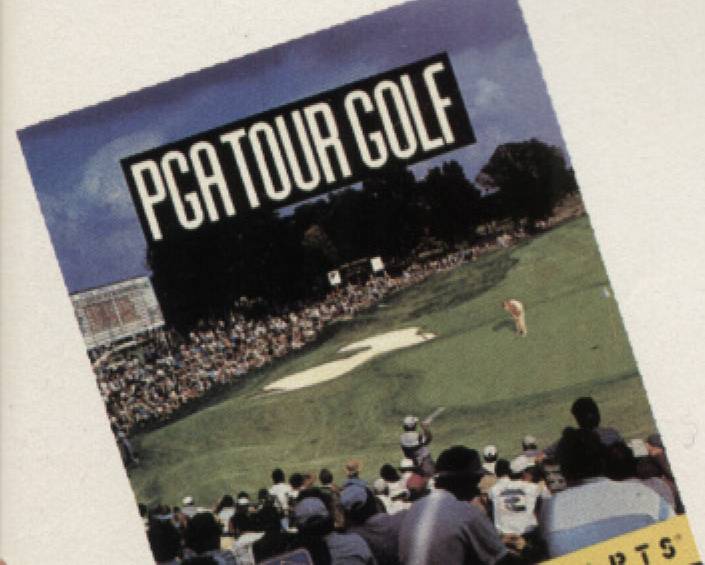
To make things even more difficult, PGA TOUR Golf requires you to take into account both wind conditions and the lie of the ball off the green. Each hole is previewed for you in 3D, TV helicopter style.

So if you thought golf was a game played by kindly uncles in snazzy sweaters, PGA TOUR Golf will help you think again.

IBM PC: £24.99 AMIGA: £24.99 SEGA MEGA DRIVE: £39.99

If you can't find "PGA TOUR GOLF" at your favourite store, call our Direct Sales Line: 0753-49442

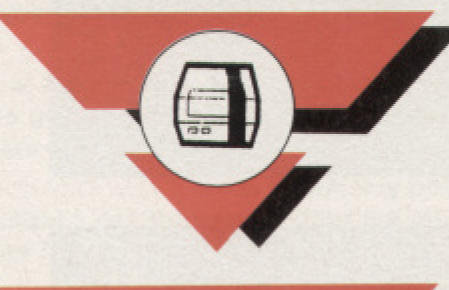
MEGA DRIVE features Battery Back-Up saves Games & Stats for up to 22 golfers

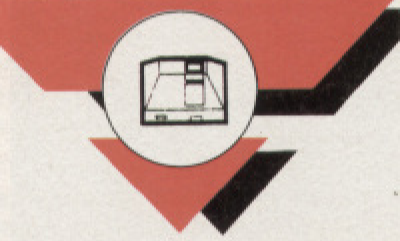


ELECTRONIC ARTS®

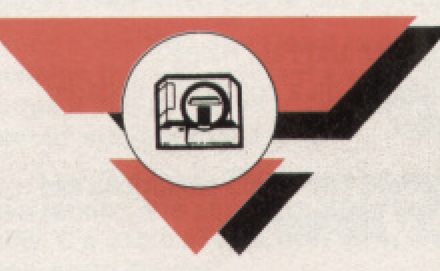
Electronic Arts 11/49 Station Road Langley, Berks SL3 8YN Tel: (0753) 49442 Fax: (0753) 46672

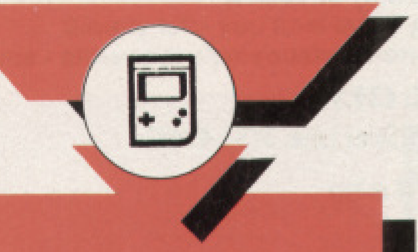


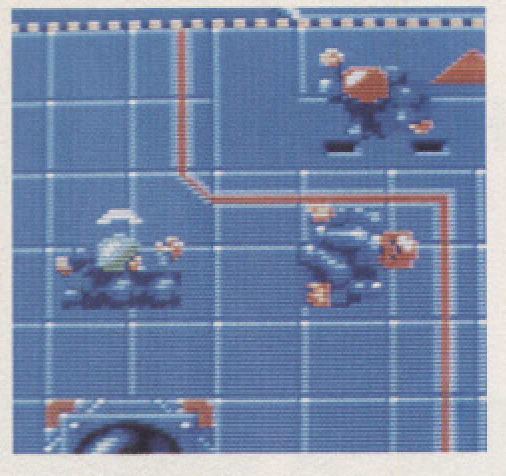








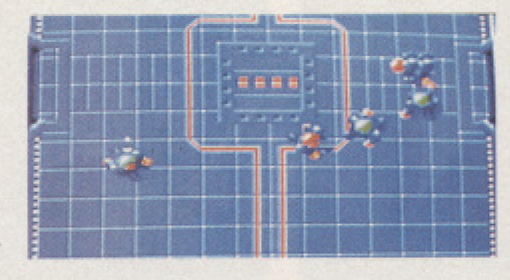


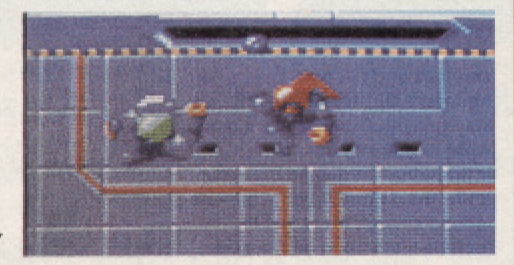


SPEEDBALL GETS BETTER

Speedball has been made better! The decision to upgrade the playability for solo gamers came as a direct result of the review in MEAN MACHINES 5, where it was described as "completely pathetic in single player mode". Mirrorsoft reacted immediately, virtually stopping the machines in the ROM factory so that the game could be made more difficult in one-player mode.

Good stuff! It's nice to see that someone listens to constructive criticism! In our view that tweak boosts its overall mark well into the 80's, considerably more than the 79% it originally got. It's released next month, so Sega owners should keep their eyes out for it.





ACE PICTURE?

Import specialists Advanced Console Entertainment are claiming that their Super Famicoms have better picture quality than any other machines currently available in Britain. Their machines come with a switch that allows you to choose between two different pictures - a bright signal like you get with every normal grey imported Super Famicom, and an enhanced picture that only their £330.00 machines offer. If you're interested in finding out more, ring them on 071 383 0480.

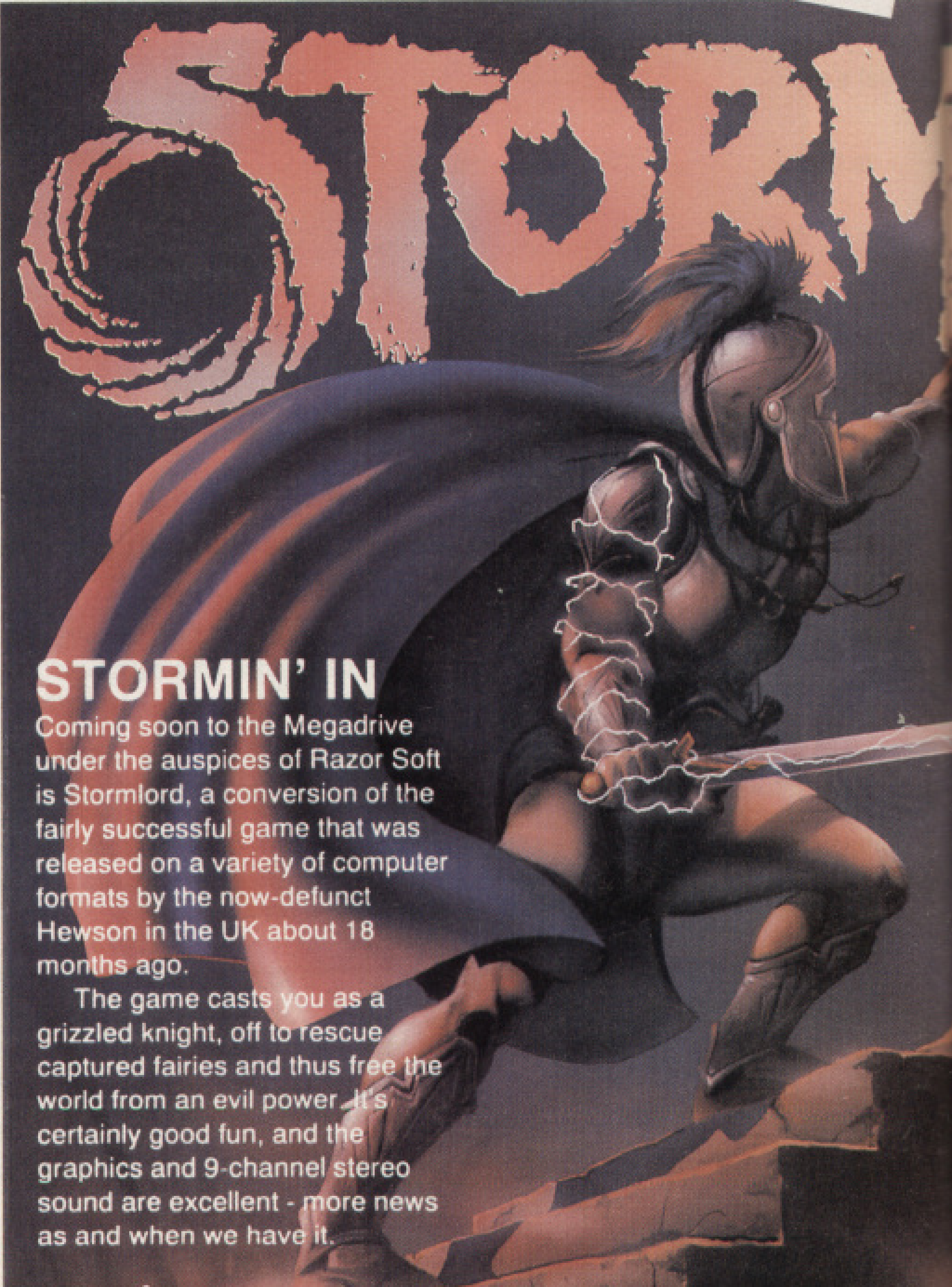
GOLDEN SHOWERS

After a whole load of delays in Japan, US Gold's four top-rated Sega games have finally been released in the UK. Paperboy, Impossible Mission, Indiana Jones and the Last Crusade and Gauntlet were reviewed in MEAN MACHINES 1 (now a collector's item) way back in October '90 and were awarded 85%, 94%, 85% and 92% respectively.

So if you've got a Master System and are on the hunt for a good game, check these out at the earliest available opportunity.







STORMIN' IN

Coming soon to the Megadrive under the auspices of Razor Soft is Stormlord, a conversion of the fairly successful game that was released on a variety of computer formats by the now-defunct Hewson in the UK about 18 months ago.

The game casts you as a grizzled knight, off to rescue captured fairies and thus free the world from an evil power. It's certainly good fun, and the graphics and 9-channel stereo sound are excellent - more news as and when we have it.



MEAN MACHINES AWARD WINNER

MEAN MACHINES, the greatest console mag ever, grabbed a prestigious trophy at the EMAP 1990 Awards held in Peterborough this March. Fighting off such huge-selling magazines as Just Seventeen and Smash Hits, yours truly snatched one of the best prizes and won massive applause from the adoring EMAP staff.

In a true giant-killing victory, MEAN MACHINES won the coveted "Best use of Illustration" category for Gary and Oz's superb work on the cover of the first issue (shown here). A delighted Gary collected his award from radio personality Derek Jameson, and later said, "The award was great but the grub was better"! Whether this was a reference to the food at the nightclub or the winner of the Best Article, Angling Times' feature on Maggot Farming, is a matter for a mass debate, something that Gary likes to do a lot!

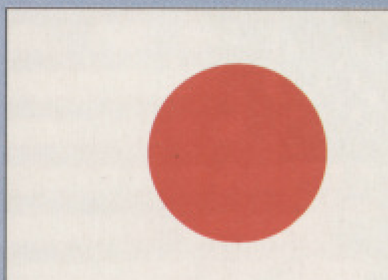


MICHAEL JACKSON IN NEW PLASTIC SHOCK!

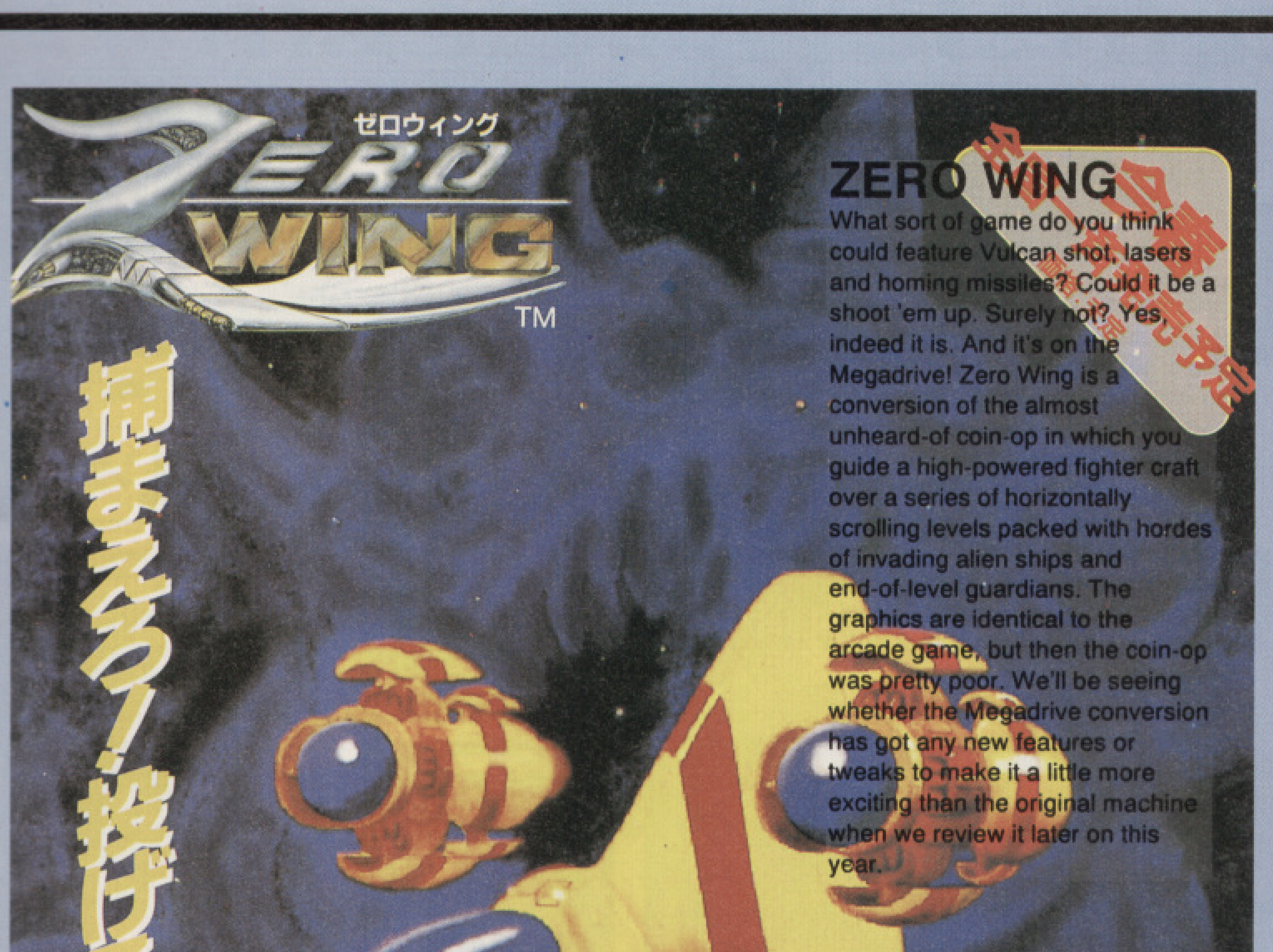
Sega have announced a new promotional pack for both the 8 bit and 16 bit machines. They're thrown in a Moonwalker game and the video of the film at no extra cost, making both systems even more attractive. Whether this indicates anything about the success of the movie is debatable!

The Megadrive version still comes with Altered Beast at a price of £189.99, and the Master System [illegible] with Hang On [illegible] 99.99. So if you [illegible] about buying one [illegible], this [illegible] value.





FROM JAPAN



ZERO WING

What sort of game do you think could feature Vulcan shot, lasers and homing missiles? Could it be a shoot 'em up. Surely not? Yes, indeed it is. And it's on the Megadrive! Zero Wing is a conversion of the almost unheard-of coin-op in which you guide a high-powered fighter craft over a series of horizontally scrolling levels packed with hordes of invading alien ships and end-of-level guardians. The graphics are identical to the arcade game, but then the coin-op was pretty poor. We'll be seeing whether the Megadrive conversion has got any new features or tweaks to make it a little more exciting than the original machine when we review it later on this year.

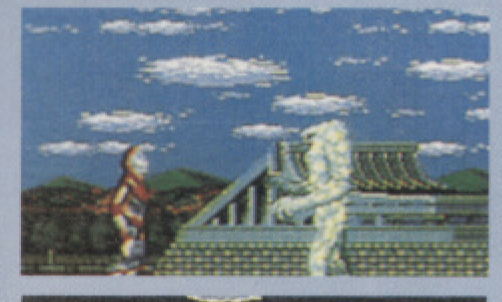


BLUE BOOKS

A new RPG coming out on the Megadrive soon is Blue Almanac, and it promises to be the biggest and best game of its kind. Featuring fully animated fighting scenes and a stunning intro screen, it sounds a pretty neat adventure. However, since it's all in Japanese at the moment, it'll remain unplayable to those without knowledge of the language - but fear not, because an all-English version is planned for the American market later on this summer!

ULTRAMAN!

Ultraman, a very popular cartoon character in Japan, is soon to star in his own Super Famicom game. It pits Ultraman against a variety of monsters, and he has to bash and smash his way around the screens using a variety of special moves, including the devastating Ultra Oooh-Aaah kick (well that's what it says in the instructions). It all looks right jolly fun, and we can't wait to get our grubby mitts on a copy.







A MONSTER PINBALL

Fans of the silverball will be rubbing their bumpers and flexing their fingers with glee when they hear that a new pinball game is soon to be launched on the Megadrive. Dino Land, for it is he, is a 3D multi-playfield pinball game which takes you from land to sea and sky as you blast your balls around the wild 'n' wacky environment. Expect a review in early summer.

VAPOUR TRAIL

Oh no - it's another Megadrive shoot 'em up! Yes indeed folks, it's an up-the-screen blaster, but with a new twist in the tail - it's got simultaneous two-player action as you and a chum blast your way across a variety of hazard-packed terrains, destroying all and sundry. It's out in June, so keep your eye out for it if you haven't already had your fill of shooting games.



NEWS FROM USA

PIT-FIGHTER

Atari's new Pit Fighter coin-op is soon to appear on the Megadrive. With three characters to choose from, either a wrestler, kick boxer or kung-fu master, it puts you in the no-holds-barred rough and tumble fighting pit where anything and everything goes. Opponents include a very dodgy chain-clad clonette, an iron-bar swinging greebo and a pervy leather-clad dominatrix who gives the phrase "down at heel" a new meaning! And if that doesn't scare the pants off you, even the audience join in, giving you a good kicking or thumping should you stray too close! It's all excellent fun and we'll be taking a further look at it when it's released this Autumn.

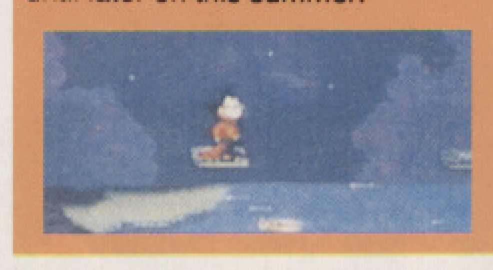






IT'S FANTASTIC

We were very interested to hear that a follow-up to the marvellous Megadrive game, Mickey Mouse and the Castle of Illusions is currently being programmed. Based on the epic cartoon film Fantasia, it once again stars Disney's favourite rodent as he battles through scenes inspired by the movie. Expect marvellous graphics and sound and even more of a challenge. We can't wait to get our hands on the game - the bad news is that it won't be out until later on this summer.



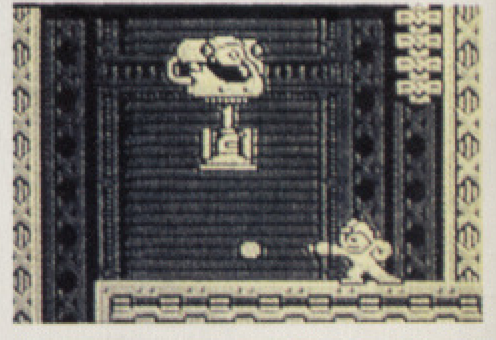


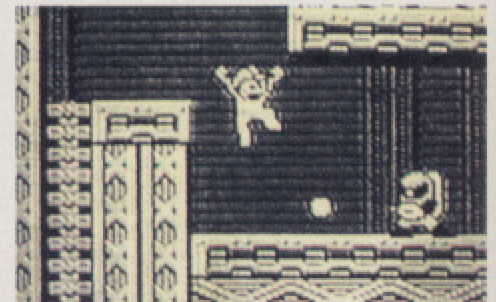
DRIVE USA'S FASTEST CAR

Coming soon to the Nintendo is Corvette ZR-1 Challenge, a racing game based around the stunning, 6-speed, 180 mph Chevrolet supercar. The idea is to compete in a head-to-head cross country race against a tough computer driver who's also driving a ZR-1. Mad, irresponsible drivers are certainly bound to enjoy the action - Jaz is already flexing his fingers in anticipation! Expect the game to appear in this country around October time.

IT'S MEGA, MAN

Megaman is about to be miniaturised and squeezed into a Gameboy cartridge. Megaman: Dr Wily's Revenge features stunning graphics and eight of your favourite characters to mash into the middle of next month, and all in a handy, portable package. Megaman is out in America next month - expect a preview soon.






master system plus
£99.99


SEGA
Special Edition
Master System Plus
£99.99
SEGA
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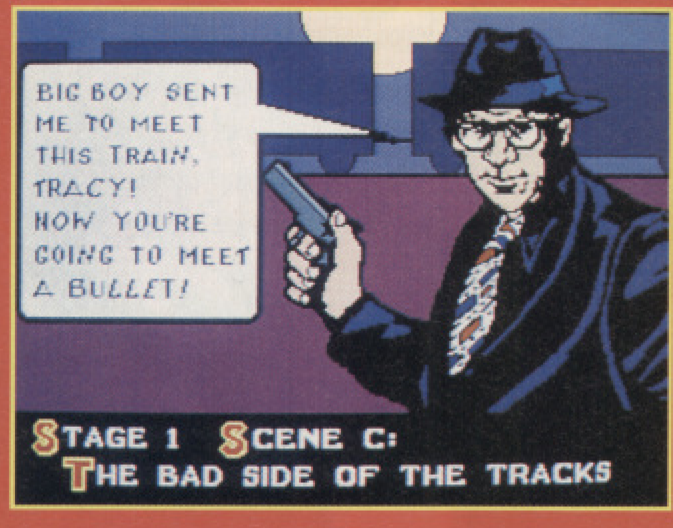




DICK TRACY

STAGE ONE

The first end-of-level baddie to appear is Itchy - Big Boy's sent him along to wipe out the interfering special policeman. He's tough enough - it takes a long, long time to kill him - but Dick's also got to deal with the other hoodlums who jump out and attack. Once Itchy is defeated, he supplies some info about the next level.







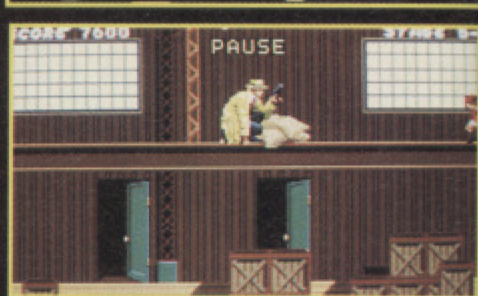
Big Dick's in town! Sworn to eradicate crime, the vigilante Private Investigator has decided to meander the environs in search of mendicants, panhandlers, and buskers. Well no, he's actually after Big Boy, Flattop, Itchy, and other crooks with silly names in order to clear the city of their evil presence (and appalling body odour).

A horizontally scrolling game, Dick Tracy is set over 18 levels of action, starting outside the police station and progressing to the underground HQ at the end of the game. Dick walks along, and is able to punch or shoot the villains in his path, as well as spray bullets from his tommy gun at those foes in the distance. Other levels have our hero standing on the running board of a car, trying to survive the hail of lead coming in his direction.

Bonus stages appear from time to time, where Dick shoots pop-up targets for extra points - providing he doesn't hit too many good guys! This also gives a welcome break during the eighteen levels.

Although he has unlimited bullets in his revolver, Dick only has up to three magazines for the tommy gun. So accurate shooting is needed if the man in the yellow mac is going to triumph over the forces of evil.



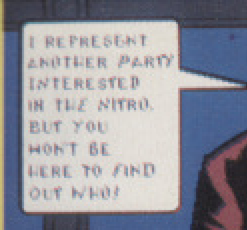


▲ *Dick crouches behind the big sacks for cover.*



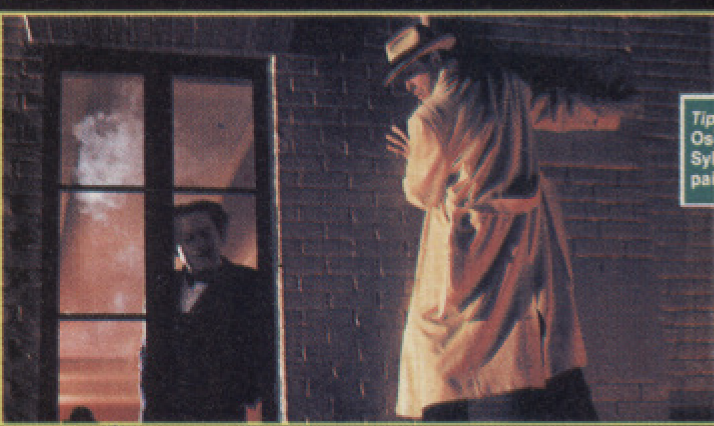
▲ *The shooting gallery speeds up as it progresses.*









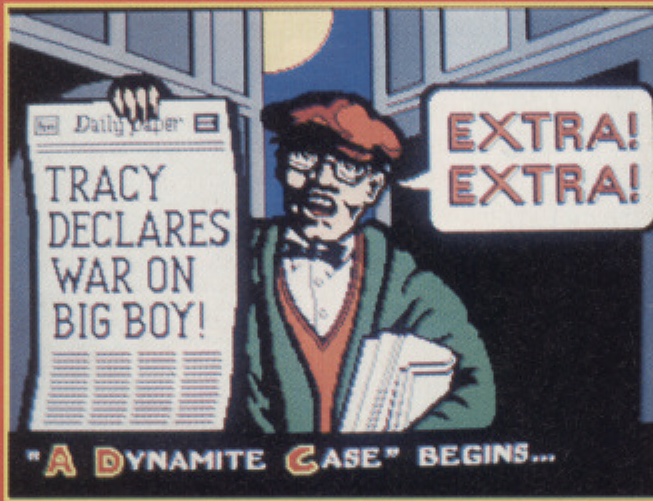



COMIC CAPERS

Dick Tracy is one of many classic cartoon characters from America's past. Buck Rogers is perhaps the most internationally famous; set in the far future, it starred a daring hero replete with ray gun and super jet pack. Li'l Abner was a "funny", as was Popeye and Orphan Annie. Sigh - they don't draw 'em like they used to...

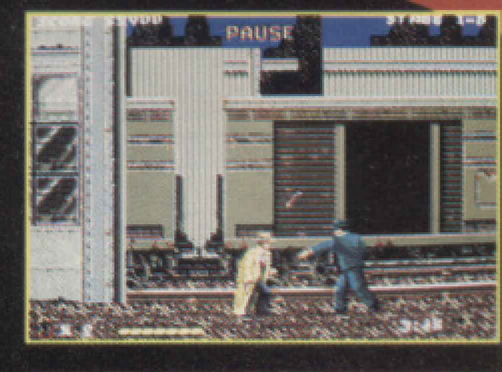
STAGE TWO

Brow's been collecting dynamite to throw, and leaps out from behind cars to kill our Dick. Once he's given a good thrashing, he reveals that he's been working for Lips Manlis and against Big Boy. The plot thickens, and Tracy has to face another set of villains before good can triumph over evil!




▼ *Dynamite ahoy!*





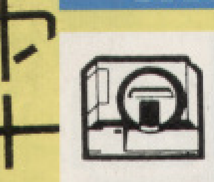
▲ *Justice the hard way - Dick style.*

COMMENT



MATT

If you read my comment on the Sega version in issue 5, you'll know that I was fairly unimpressed. But it's great news to find that the Megadrive game is so much better! The graphics really suit the style of play, and the controls are easy to use. The difficulty level is fine, but my major criticism is that the gameplay is still very samey. Having said that, it's true for so many games that it's hardly worth repeating! So grab Dick if you're in the mood - it's a quality product.





Tracy spatters some brains over the landscape.

STAGE THREE

Tracking down Lips Manlis to his penthouse, Dick finds himself under attack; Lips is hurling Molotov cocktails from behind the bar! Smashing the glasses and bottles with the machine gun is fun, but the bombs are deadly and have to be avoided. More info is gleaned once Manlis surrenders.



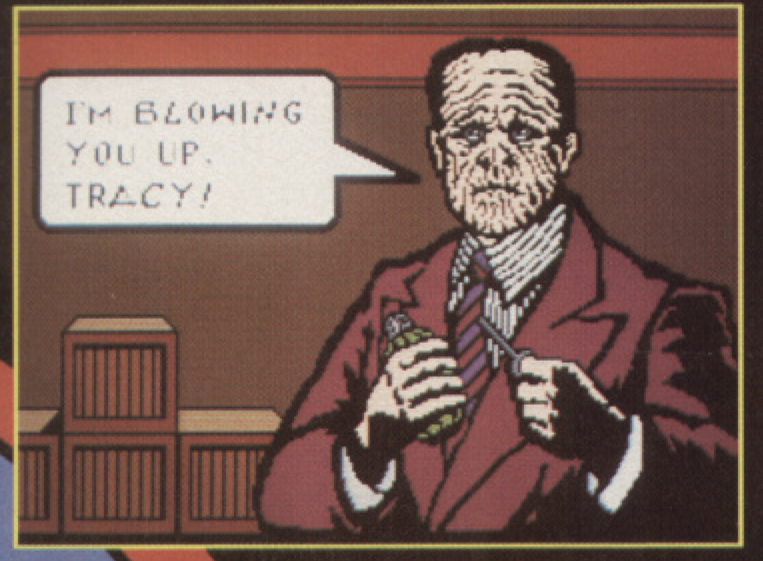


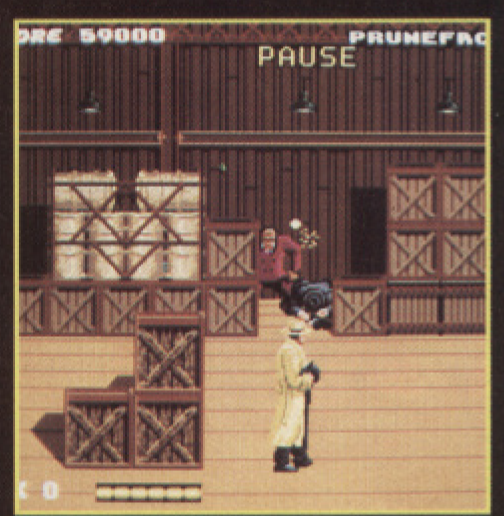


A hood gets it in the face.

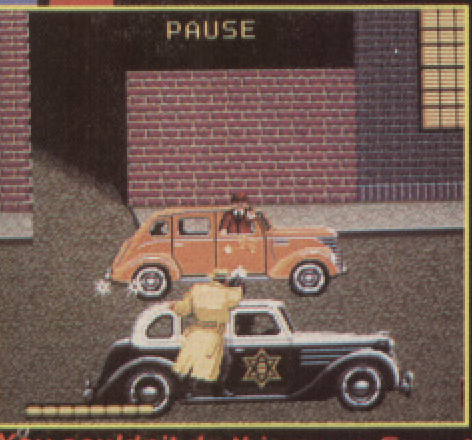
Opening up with the tommy gun!





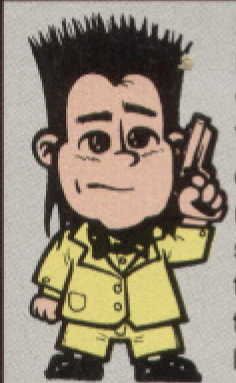

Shooting from the running board, Dick wastes some delinquents.



You couldn't do this on an Escort!



COMMENT

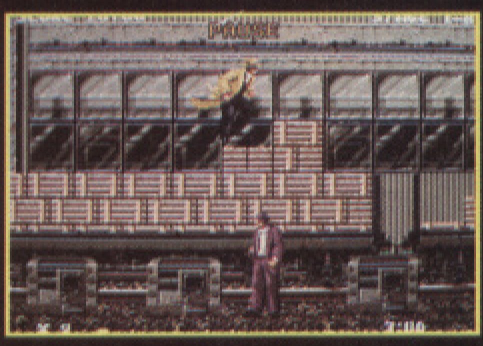


JULIAN

I liked the Sega Master System version of Dick Tracy - it's an excellent reaction-testing shoot 'em up that's heavy on the action. The Megadrive version is basically the same, except that it sports even better graphics (the sprites are beautifully drawn and animated, and the backdrops are very reminiscent of the film), a better control method and even tougher gameplay! It's very challenging, and it certainly takes a lot of practice before you can go all the way through the game in one go, giving this plenty of lasting appeal. If you're after a shoot 'em up that doesn't feature lasers and alien space ships, Dick Tracy is a must.

UZI LOOKING AT?

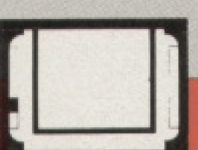
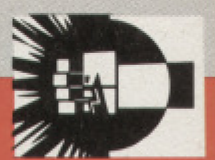
Unlike the Master System version, Megadrive Dick Tracy this has a separate button for using the machine gun. It tends to be a little uncontrollable, but with practice spraying the hoods becomes second nature. Just watch the effect it has on the scenery - it demolishes most of the windows and woodwork, and even causes fire hydrants to spring a leak!


Dick rides the train to Witham.



BY: SEGA
PRICE: £39.99
RELEASE DATE: MAY
GAME DIFFICULTY: MED/HARD
LIVES: 33-5
CONTINUES: 4
SKILL LEVELS: 3
RESPONSIVENESS: GOOD



PRESENTATION 81%
The comic-coloured intro scenes provide information and help set the mood of the game.

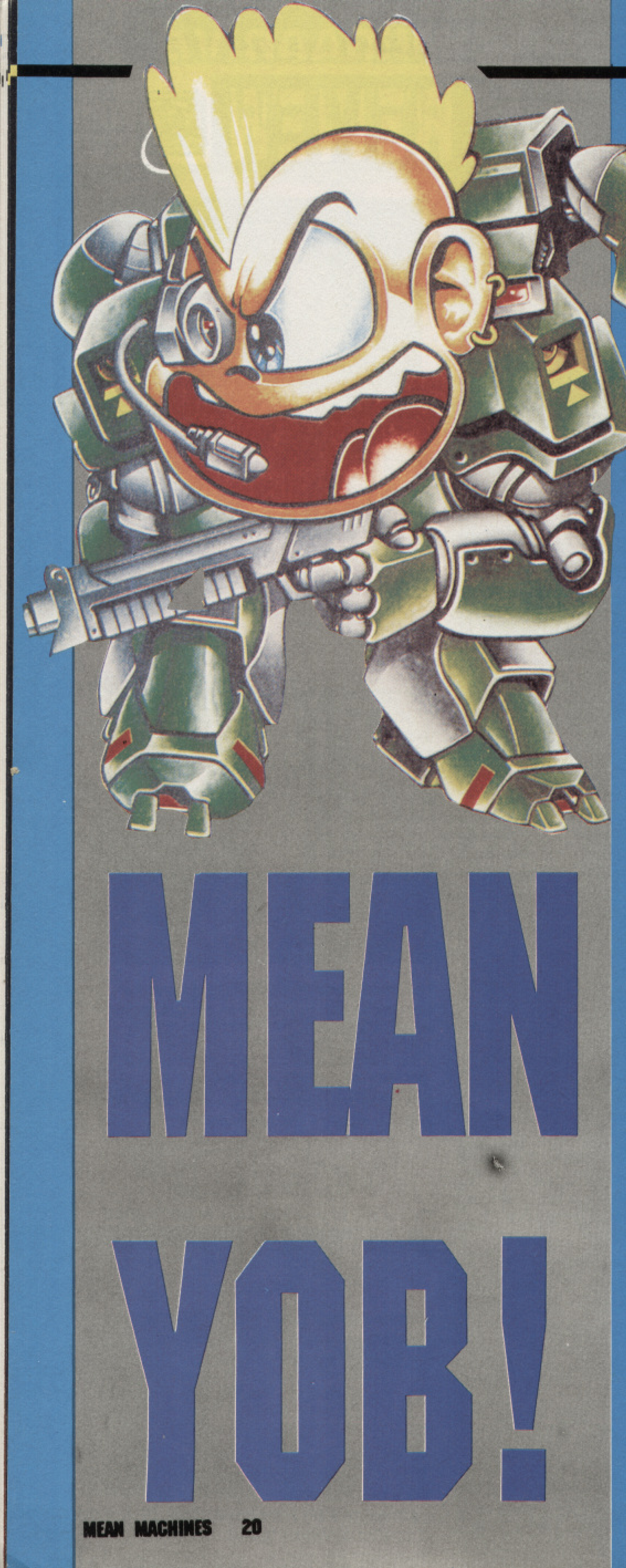
GRAPHICS 84%
The main sprite is wonderful (as are the backgrounds), but the enemies are rather wooden and jerky.

SOUND 68%
Sound effects are a little thin on the ground, and the music's not too hot either!

PLAYABILITY 83%
This is fun to play and easy to get to grips with, and the control method's simple to use.

LASTABILITY 71%
There's a major problem here, as the gameplay remains the same throughout. Not one to keep you coming back!

OVERALL 82%
A vast improvement over the Sega version, but some might find the gameplay a bit repetitive. Give Dick a go if you're a shooting fan.



WARNING! LETTER ZONE!!!

Wibble, wibble, quack! YOB's here once again to answer your letters in his own, special, caring sort of way. If you've got anything remotely interesting or funny to say, or have some pictures, photos, or anything you think YOB will find amusing (or annoying), write in to: YOB'S BIG SACK, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. There's a monthly prize of £150.00 worth of software for the best letter of the month, which you won't stand a chance of winning if you don't write. So do.

MEGADRIVE MEGAHAPPY

Dear YOB,
I sent a letter to your Q+A page which was printed in MEAN MACHINES 3. The letter was about which console could be the best, the Megadrive or the GX4000.

After reading your comments on my letter I rushed down to the local computer store to purchase myself a Megadrive and a game, Super Monaco Grand Prix to start my collection.

As soon as I plugged it in and saw Altered Beast I thought that the graphics and sound were fantastic and could never be beaten, but I was totally astounded when I plugged in Super Monaco Grand Prix. The graphics were so realistic and the sound is fantastic to start with I was all set for buying the GX4000 but you comment helped me to change my mind and buy a Megadrive instead.

Thanks for the useful tips.

One more thing, I think your mag is totally fantastic I have read many mags so far but yours is tops with me. I hope you will keep up the good work and keep the magazine fully in colour.

Freddie, Portadown, Co Armagh

YOB: Well, it just goes to show that listening to us is always a good thing!

AN EXPECTANT MOTHER

Dear YOB,
I am a frustrated forty year old mother, who for the past year has spent quite a few choice words attempting to master Super Mario Brothers. I am proud to say I have finally completed it several times even through hysterical laughter from my two children. I am now a bored unemployed mother who is desperately seeking newfound adventures with Mario Brothers II. Would you please oblige? Thank you very much for at least reading my plea for sanity?

L Whitehead, Burnley, Lancs

YOB: As regular readers of this mag well know, I'm not a charity, so there's no point asking for games, 'cos I'll never give them. However, I'm certainly willing to give you some advice. Your children can't be very nice since they laugh at you when you play games, so what I'd do is sell them into white slavery and spend the cash on some new Nintendo games.

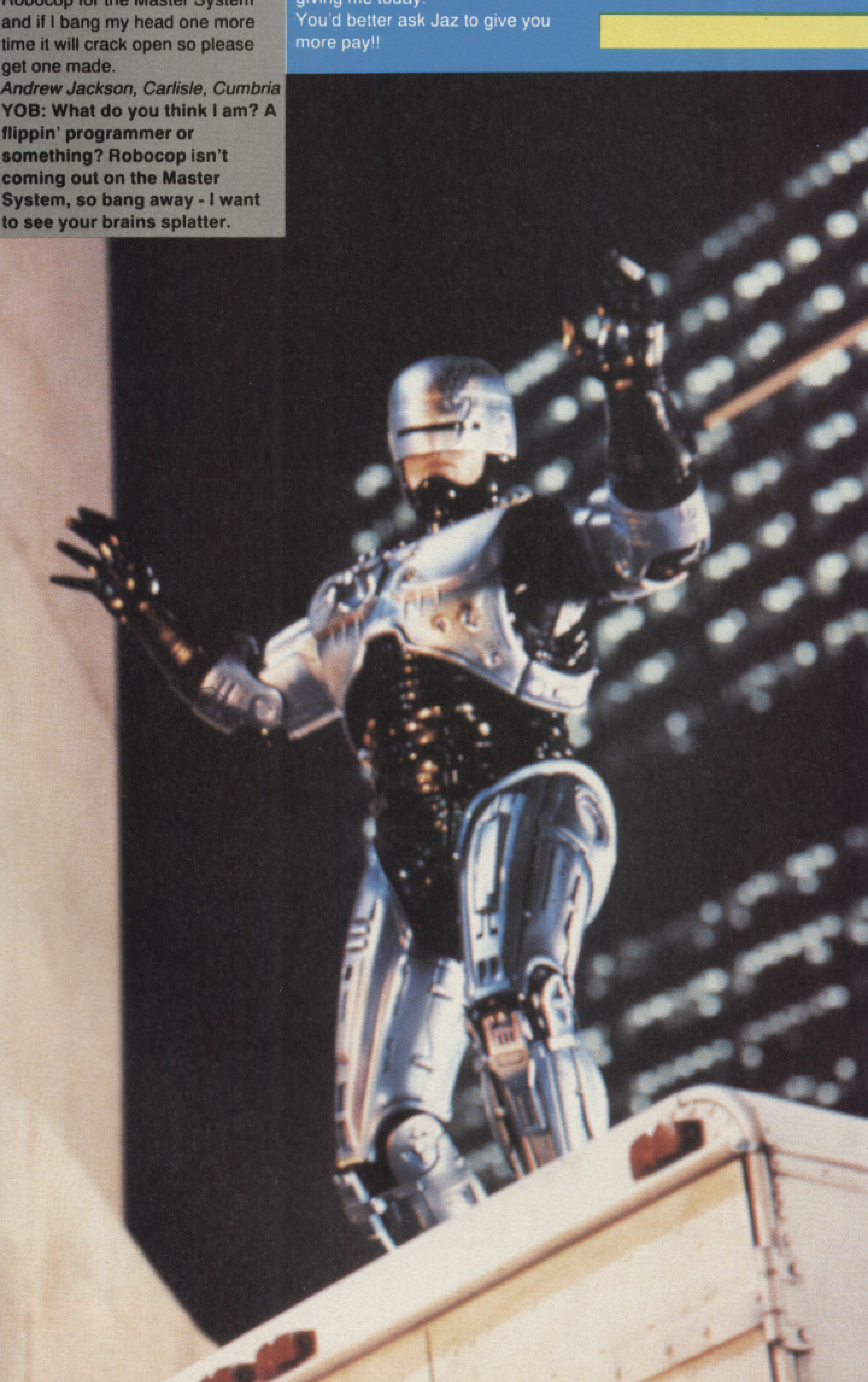
ROBOCOP HEAD BANGER

Dear YOB,
I have been banging my head on the wall for ages because I want Robocop for the Master System and if I bang my head one more time it will crack open so please get one made.
Andrew Jackson, Carlisle, Cumbria
YOB: What do you think I am? A flippin' programmer or something? Robocop isn't coming out on the Master System, so bang away - I want to see your brains splatter.

CRAP RAP II

Yo, YOB you're a Dude,
There ain't no one better,
To Prove that fact,
You've given me the star letter.
With all these new games you're giving me today.
You'd better ask Jaz to give you more pay!!

Hope you like the poem.
Gameboy owner, Sutherland, Scotland
YOB: Star letter?
You're down on your luck,
You aren't getting games
And I don't give a... er.. damn.



SOME NEAT SUGGESTIONS

Yo Mean YOB Dude,
I am Sega dude and as you can guess I own a Sega Master system and 15 games and a light phaser.

I have saved my well earned cash for a Megadrive which I will get February 16th. Congratulations on the great mag, I love the large screen shots, it's way better than Sega Poo-er magazine.

Well anyhow forget the boring gossip I have some ideas to improve the mag more!!!

1. At the bottom of Jaz and Matt's comments for a game should be the overall percentage they give the game.
2. In the charts by the games should be the overall mark (percentage) and comment it got!
3. A section for the latest fab new machines should be shown.
4. For a two-player game you should give it an overall percentage for the one-player version and a separate percentage for the two-player version.

And finally...

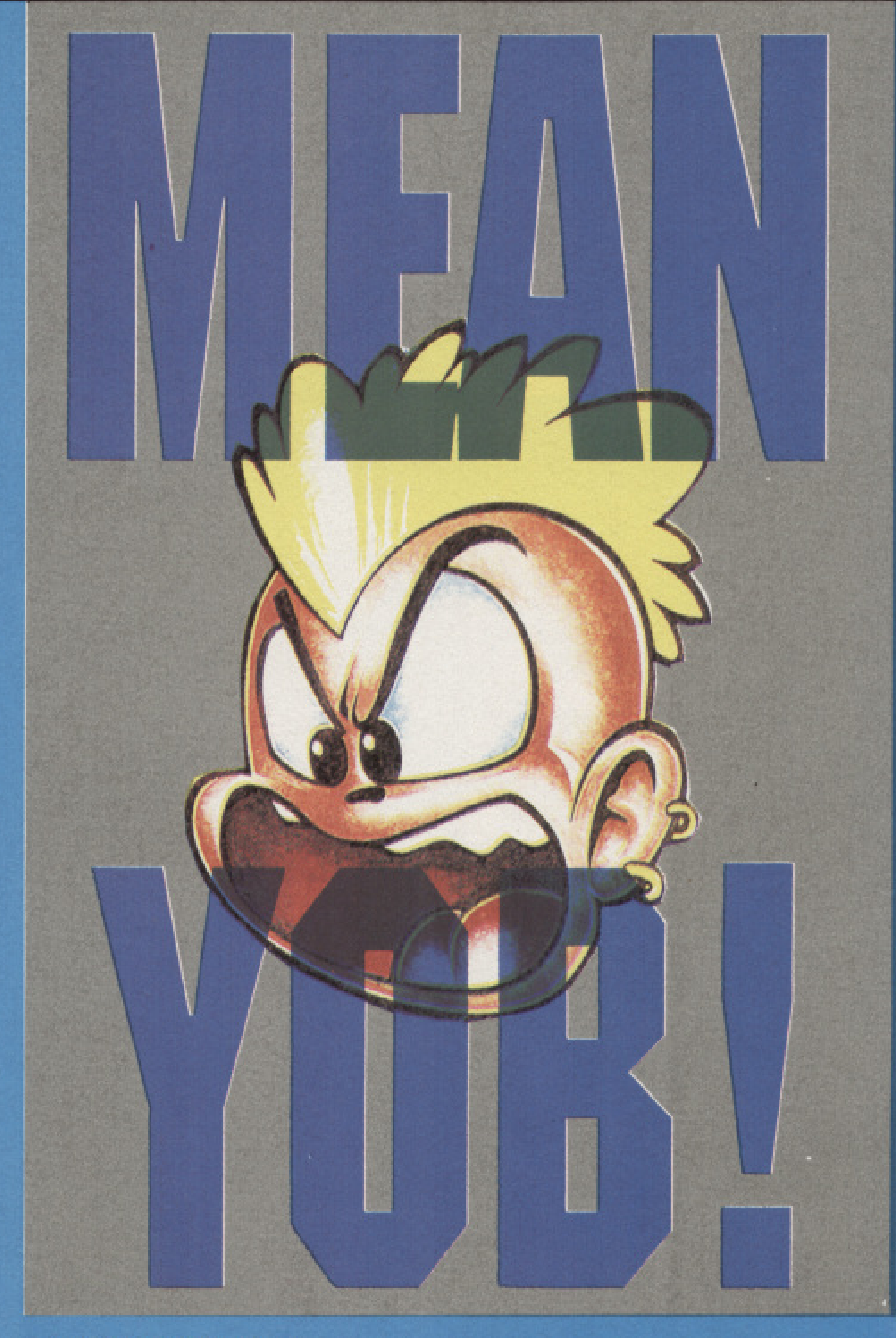
5. Inside the review box on the left of the page should be a Value for Money box because we don't want to spend £30 or even more, for a game that will last a week.

Keep up the good work!!
Matthew Mobbs, Witney, Oxon
YOB: I passed your comments onto Jaz, and he thinks some of them are pretty good ideas, particularly the idea of having a different view for the one and two-player option. Watch out for a tweak in the way we review two-player head-to-head games as from next month. If anyone else has any suggestions, write in - who says we never listen?

BORING SMARTASS

Esteemed Hoodlum,
It has attained to my consciousness that the periodical you travail for is veritably considerably propitious.

This is by reason of a throng of impetcus. Pre-eminently your critiques of modish diversions. In the second place your paramount disclosure innovations and innuendos and pointers.



Ultimately albeit your correspondence niche is veraciously meritorious along with your catechize and refute space.

Retain the propitious labour and gratify me by administering me some supplementary Master System critiques.

Tim Miller, Ilminster, Surrey

YOB: Sally forth and multiply you phallus-cranium.

A SIMPLE SOLUTION

Dear Mean YOB,
My so called friend Darren Moffatt is getting jealous because he has got an Amiga and I've had a Megadrive for Christmas, and he is comparing the Super Famicom to the Megadrive to make himself feel better about having an Amiga, he's always telling me about the good points of the Famicom, has got more colours etc.

Can you give some advice to make him speechless.

Terry Halke, Lockleaze, Bristol

YOB: Yeah, just rip his tongue out! Anyway, what's he going on about? The Amiga's nowhere near as good as a Super Famicom, so tell him to get stuffed.

WELCOME TO STOT

Dear YOB,
After reading the letters in issue five of your excellent magazine (creep creep), I was most disconcerted to read a letter from "The Man with the Stick" in Fife. It is now well known that Les is NOT scared of chives - but the soil that Vic kep the chives in. I therefore put it to the court of Judge Nutmeg that "The Man with the Stick" is in fact an imposter!! Stomp on you, you lying git!! If you really were 'The (immortal) Man with the Stick' then you would know ALL the Les facts (such as his craze for spirit levels). I'm afraid it just won't do - therefore you must shave off all your hair and become a Hare Krishna. Thank you for printing this letter, and if you don't I know plenty of doctors and dentists who would be only too pleased to, so there, Reeves. (Sorry YOB, got a bit carried away there.)

Just remember to never, ever, ever, buy ANY Reeves and Mortimer products. I'm sure I'll see you soon on that pathetic Novelty Island thing.

Graham Lister, Southampton, Hampshire

YOB: I rang the Fife branch of Interpol to see whether or not the Man With The Stick is the genuine article or not, but they were far too busy organising the special festival for Swansea Young Farmers Coming Out Ball to get back to me. Over 3500 strapping lads and their sheep whooping up the town would be a strain on anyone's police system.

CONSOLE CONVERT

Hi there Yobbo of the Mean variety, I've got so much to tell you I don't think it will get printed in you're fab mag.

I'll start at the beginning. One boring Sunday night, while playing on my boring Amiga, I ran out of fags so off I went to the paper shop, while I was there I decided to get a computer mag and bought one that I hadn't seen before, I grabbed it quickly but alas it was for those console freaks. But a quick glance through the pages changed my mind (so who is the freak now I hear you cry).

I got the magazine home and the next several hours was spent reading every single item in the mag, at the end of it I had decided two things had to be done. Firstly I sent off for the first three issues of MEAN MACHINES that I foolishly missed. I can't wait until they arrive.

Secondly, I was to sell my smelly Amiga so I could buy a super duper, ace, great, whizza, bong, Famicom. I ordered the machine from an advert in your mag and what a machine it is. If you are thinking of buying one, stop thinking and get one sharpish. I promise you won't be disappointed the review in issue four is all true - honest, ask Raz my brother.

If you can't afford to get one rob a bank or sell you're mum and ads, but be quick.

And now for the boring bit or the second boring bit:

1. When is MEAN MACHINES on the shelves for sale.
2. Will the eliminator cleaning kit fit the Super Famicom.
3. Is there any joysticks around that will also fit the mentioned machine.
4. Will you be doing any news, new releases, reviews etc for the Super Famicom.
5. Is Rubber Boy Harrod really that ugly.

Keep up the good mag it's also as good as the Super Famicom.

I have to go no Mario is calling and my pads are ready for another battering.

See you my old YOB friend.

C Wilkinson, Bolton, Lancashire

A wise move, I must say! In answer to your questions... 1. Right at the end of every month. 2. I don't know. 3. Not yet. 4. Yes, in about ten minutes. 5. Actually he's worse - all his pictures have been retouched so not to frighten little children.

A FISHY TALE

Dear YOB,
Could you please tell my fish that I should be allowed a Super Famicom as they are worth their price, I've tried everything from tuna salad to a tin of Kit-e-Kat, and even threats but he still won't let me get one.

You see, his owner, my rich Granny, left him millions of pounds when she died and gave him to me. The trouble is that every time I reach in the fish bowl to get the water-right case with the cheques in he bites my arm.

Only YOU can help.

My billionaire hamster (who owes that to my uncle) is a nice chap who says what a wonderful mag you're got. He's already got a Megadrive built hamster size plus all the games available in the world.

James Buster, Suffolk

YOB: Solving this problem is a breeze. Tell the hamster that if he doesn't give you the cash you'll stick a straw up his bum and blow hard. And the fish? Just threaten to put his bowl on the hot plate on low heat.



mega drive
£189.99
includes
free
michael jackson's
moonwalker
game and
video
"DO ME A FAVOUR...
PLUG ME INTO A
SEGA"
OFFER AVAILABLE
WHILE STOCKS LAST
available from selected branches of:
ALLDERS - COMET - DIXONS
RUMBELOWS - TOYS 'Я' US - VIRGIN
WOOLWORTHS - INDEPENDENT
COMPUTER AND TOY STORES



This month saw the biggest, bulgingest sack of Q+A stuff yet - and here are all the best ones! If you've got something preying on your mind, why not write in and see whether Jazza's God-like genius can solve your problems. Any questions will do - your imagination's the limit - but do try and give as much detail as possible, because Jaz isn't telepathic. Where do you send all your questions? The answer is: JAZZA'S VAST INTELLECT, Q+A, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

RPG'S R U SURE?

Dear Jaz,
I am a great fan of role-playing games and I am thinking of buying Sword of Vermillion for my Megadrive.

What I want to know is, is it really any good? and is it really worth £50?
Ian Mitson, Braintree, Essex
JAZ: It's a lot of money for a game, but I've been told be those who are into role playing type games that it's very good and will certainly have you hacking, slaying and puzzling for weeks and weeks. It's certainly better value for money than Phantasy Star II, which costs a tenner more.

I LIKE RP-ING ON

Dear Jaz,
I am an RPG and adventure lover and at the moment I have two of them - Phantasy Star 2 and Sword of Vermillion. But what annoys me is that all we get are shoot 'em ups so please could you tell me if there are any more adventures or RPG's for the Megadrive out at the moment or to come out. Please put me out of my misery and write back to me or publish this letter so I can see your answer but please just do something or I'll end up playing shoot 'em ups for the rest of my life!!
Dominic Smith, Thorpe Bay, Southend-On-Sea
JAZ: The reason why there are more shoot 'em ups than RPG's is that RPG's take yonks to program, and they're always incredibly expensive because they require more chips than an average game (and also shoot 'em ups are more popular than RPG's). If you're after a new RPG, Y'S II is coming out soon, and that's supposed to be really good. But if you want a new one now, why don't you get a Powerbase (I seem to be obsessed with that this month) and buy Y'S or Lord of the Sword, two superb Sega RPGs.

BLACK 'N' WHITE-O-VISION

Dear Jaz,
I have recently purchased a UK Megadrive which I run on a Matsui colour television, model no 1465 bought from Curry's about 18 months ago.

With this TV I have problems when I play certain games. Revenge Shinobi, Golden Axe and Altered Beast at some levels the screen goes to black and white but on Electronic Arts and Japanese games these problems do not occur.

I have tried the Megadrive on other televisions and it operates OK with these games.

Have you any solutions to my problem.
Ben Thurgood, Crowthorne, Berkshire
JAZ: It's very odd, but all I can think is that your television set isn't sensitive to pick up the signal from your Megadrive - a common problem with old tellies, but rarer with new ones. Either that, or your Megadrive modulator isn't working as well as it should be. Maybe a new telly is the only solution...

WHEN'S MARIO COMING

Dear Jaz,
I have just two questions to ask you:

1. Which month is Super Mario Brothers III coming out?
2. Would you review it when it comes out please?

That's all for now!
Colin Robb, Dundonald, Belfast
JAZ: Super Mario Bros III is out in October, and we'll be giving it the full MEAN MACHINES treatment nearer the date - watch out for it!

BE SEATED

Dear Jaz,
The other day my mother dragged me away from my brill, cool, hip and trendy MEAN MACHINES mag so I switched on the telly and watched Tomorrow's World and do you know what I saw? A Megadrive with the game Space Harrier on it but even better than that there was a new controller for the Megadrive. It was a chair that when you tilt it controls the screen. What I'd like to know is why didn't you tell us anything about it, but would you give me some info now and pardon the writing as I'm only 10.
Cavan Irz, Lifford, Co Donegal
JAZ: We did do something about it in the news section in MEAN MACHINES 5 and will be bringing you the complete low-down when it's released this Autumn.

I LIKE CUTIE PLATFORMS

Dear Jaz,
I own a Sega Megadrive and I have just bought Mickey Mouse. I think it is totally brilliant and I want to buy some more cute platform games. What do you think of: Rainbow Islands, Wonderboy III, Mr Komatsu and Magical Flying Hat.
Alex Hoffman, Barnet, Herts
JAZ: We reviewed Rainbow Islands in MEAN MACHINES 2 and it got 92%. Wonderboy III is a major disappointment - it's a very poor version of the coin-op and the graphics are very weak. Magical Flying Hat Turbo Adventure is like an enhanced version of the brilliant Sega game, Psycho Fox, and is really great fun to play. I'd go for Magical Hat if I was you.

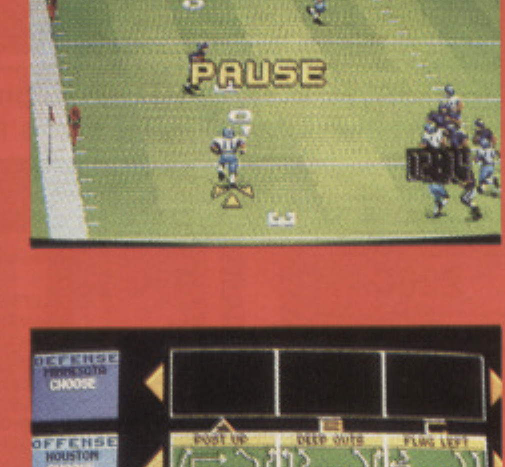


MADDEN'S CONFUSION

Dear Jaz,
I have recently purchased John Madden's Football and like you lot I think its great. I have found it easy to win the play off but it still attracts me. Is the two-player mode all that good. Is it worth an extra £15?

Is there a league table on the official league season. It has been puzzling me sine I bought it.

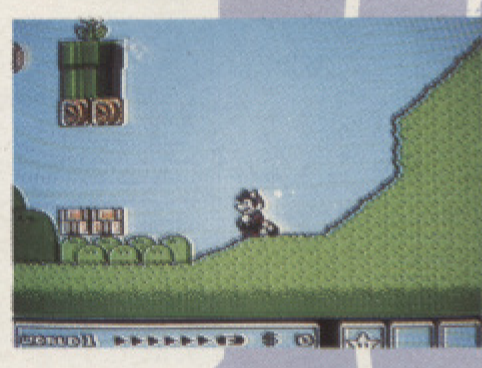
Please could you help me in my quest for total gaming by answering my questions.
William Lake, Camden, London
JAZ: You've completely confused me there, Bill. The two-player version is included in the game, so you don't need to pay extra for it. However, there's no league.



COMPATIBILITY'S BEST, BOYS!

Dear Jaz,
I have recently purchased a Nintendo Super Famicom and like to know why Japanese and UK don't ever make one console cartridge so they can be compatible with each other. If they did this don't you think it would save the companies involved a lot of money?

Could you tell me why real Japanese machines eg Super Famicom does not work on UK televisions? Ending this discussion on the Super Famicom I would like to know if Double Dragon 3 has really come out because I saw this advertised in your magazine. You are doing great with your magazine in fact Fabalouso! But do you think you can have more reviews, previews for Gameboy which I think most Gameboy owners would like to see. Also keep us readers updated with new products such as CD Roms etc for the Famicom, just to make MEAN MACHINES even more interesting!
Chris Shum, Maidstone, Kent
JAZ: The reason why console cartridges are incompatible is so that companies can charge different prices and release different games in different parts of the World. In America, for example, Nintendo and Sega games cost around a third less than they do over here! If American Nintendo games were compatible with UK machines, importers would bring them in and sell them cheaper than "official" UK games - and they'd also be able to bring in titles that haven't yet been released in this country such as The Simpsons, Super Mario III or Megaman III. However, it's incredibly difficult to make American Nintendo games compatible with UK machines, so there are no imported games. It's different in the case of the Megadrive - Sega's attempts at making their cartridges incompatible with machines from different parts of the world were laughably easy to get around, hence the abundance of imported American and Japanese Megadrive games.





IT'S A NES-SIE BUSINESS

Dear Jaz,
I own a Nintendo Entertainment System (NES), please could you answer my questions.

1. Is Chase HQ or APB coming out on the Nintendo.
2. What do you think of Adventure of Link and RC Pro Am on the Nintendo.
3. I've heard that Total Recall and Hard Drivin are coming out on the NES, is this true and when will they be released.

Neil West, Exeter, Devon
JAZ: Chase HQ isn't coming out on the Nintendo, but the rest are, and indeed have been available in the US for several months. I should think there's a pretty good chance that all three games will appear over here eventually, but don't ask me when. RC Pro Am and Adventure of Link are both excellent games and should be looked up.



NTSC NINTENDO NO-NO

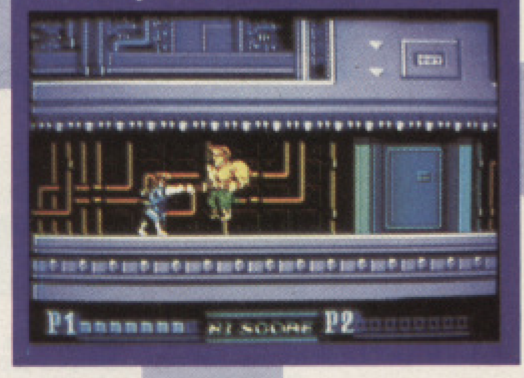
Dear Jaz,
I know this isn't/may not be a reasonable question but its very important I know the answer.

1. I got a NES from America and I can't tune it in on the TV because the aerial is different, please help me.
2. Does the Japanese converter work for American games if you've got an English NES.

Ali Ayazi, Greenford, Middlesex
JAZ: There's nothing you can do to get your American Nintendo to work on a British television - they're completely incompatible. You'll just have to buy a UK Nintendo System and try and sell your American one. And the answer to your second question is no.

DOUBLE DRAGON MEGADRIVE BLOOPER

Dear Jaz,
Looking through a back copy of The Complete Guide to Consoles, I saw Double Dragon advertised on the Megadrive. When I rang the company, they told me it wasn't available. I'm really desperate because I love this game on the coin-op. Have you any idea where I could get it from.
Tristano Hallas, Bradley, Huddersfield
JAZ: It was a mistake by the advertising people - you can't get Double Dragon from anywhere because it doesn't exist on the Megadrive. However, there is a solution. Double Dragon is available on the Master System, so if you buy a Powerbase and buy Master System Double Dragon, you'll be able to play it on your Megadrive. It's not a brilliant solution I'll admit, but it's better than a poke up the bum with a beef bayonet.



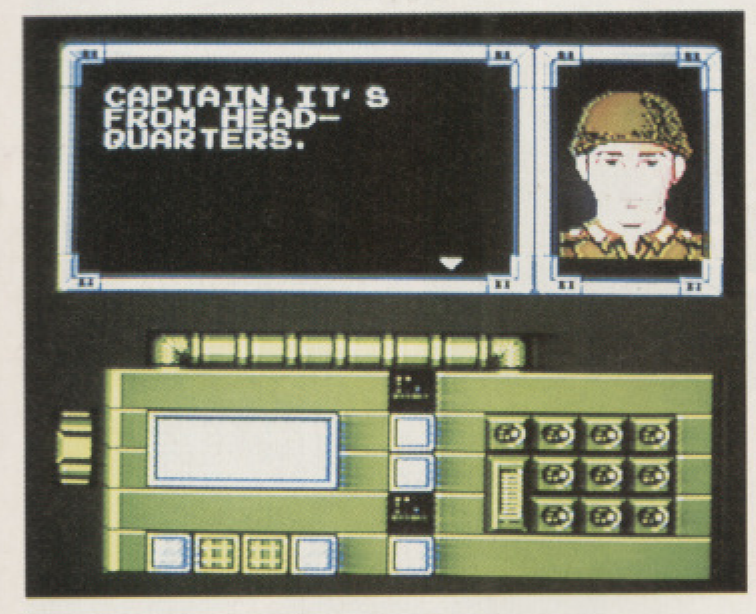
ILLEGAL NINTENDO!

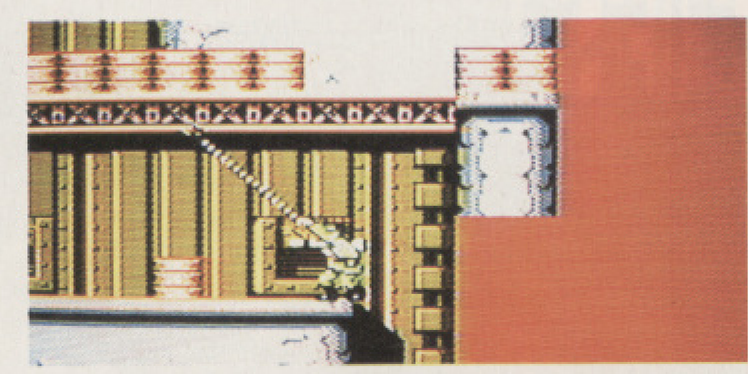
Dear Jaz,
I read in an advert from Medlantic Hi-Tec LED and at the bottom left hand corner was an advert for a Micro Genius Console 69.95 with games such as TMNT II and Strider, Double Dragon, Afterburner. Could you please tell me what this console is as I have never heard of it.
R Venables, Edgeware, Middlesex
JAZ: It's a fairly ugly unofficial Nintendo clone made in the Far East. I'd settle for an official Nintendo if I was you - if anything goes wrong with it, at least you could get it fixed!

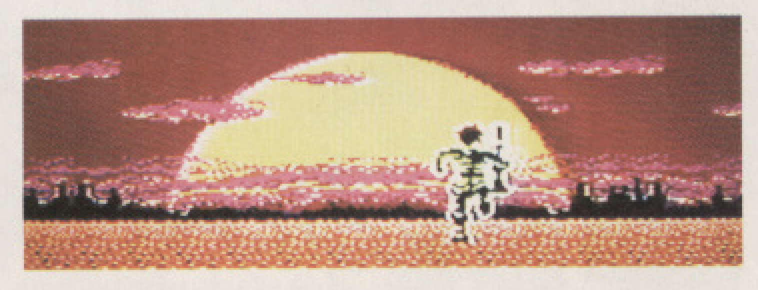
NINTENDO

BIONIC COMMANDO

Sam Mahoney of Crayford, Kent has sent in this tip: if you get stuck anywhere in the game, press A, B and Start together to return to the chopper.







METROID

Another tip from Sam Mahoney of Crayford. To get to the last part of the game with over 200 missiles and six energy boxes, enter the following code: JUSTIN BAILEY. Apparently this also produces a woman in a kinky leotard!



CASTLEVANIA

Matthew Richards of Pontypridd, Mid Glamorgan, has sent in tips on how to beat the end of level nasties in this great game.

LEVEL ONE: THE BAT

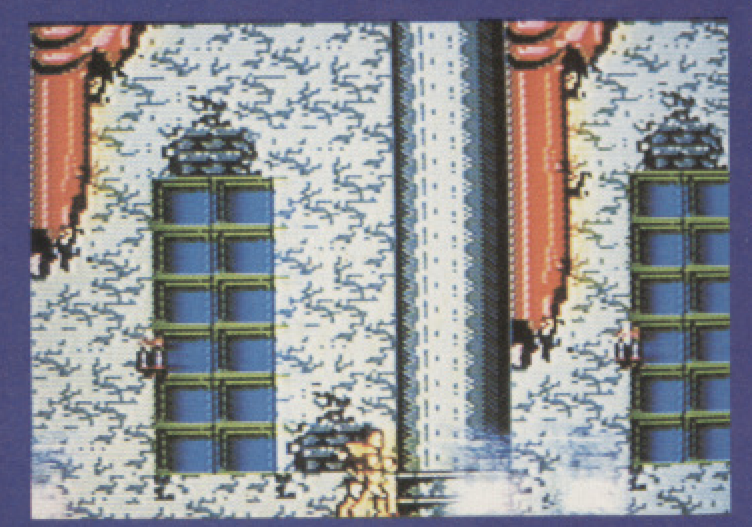
He's easy to kill, providing the hero's got a battle-axe.

LEVEL TWO: MEDUSA

The best weapon is the firebomb, as her energy can be drained very easily.

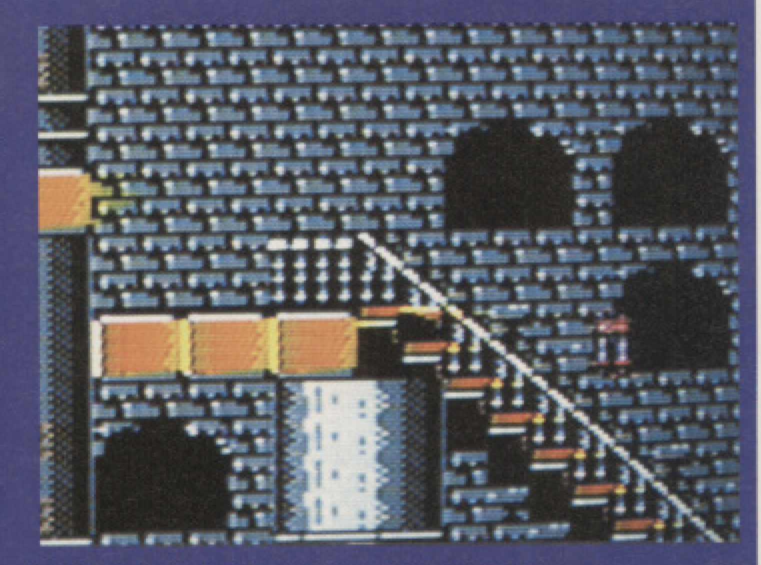
LEVEL THREE: MUMMY MEN

Again, use the fire bombs. Concentrate on defeating them one at a time, it's far easier.



LEVEL FOUR: FRANKENSTEIN AND IGOR

There are two relatively simple ways of defeating these monsters. Axes work well, if you throw them to hit Igor and on to Frankenstein. Alternatively hit Igor with the whip and, while he's stunned, attack Frankie with firebombs.

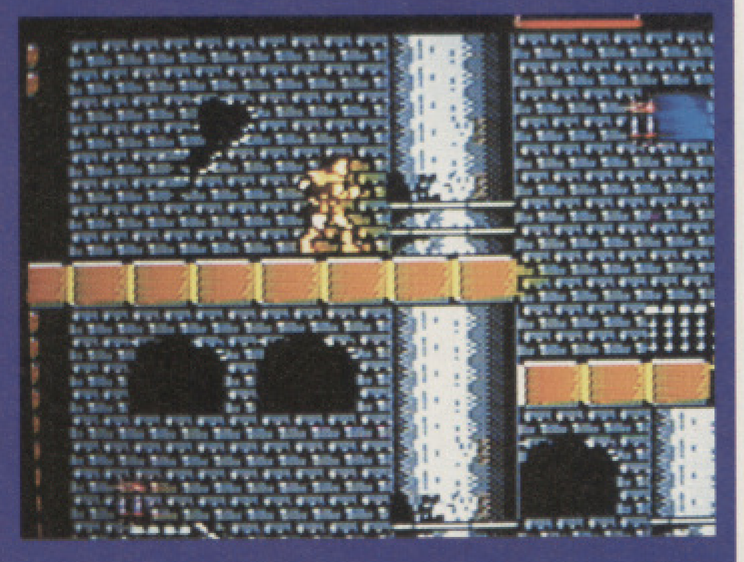


LEVEL FIVE: GRIM REAPER

First of all get rid of his rings, then use boomerangs to kill him.

LEVEL SIX: COUNT DRACULA

Jump over his shots as he fires and whip him in the head. Keep doing this until he's dead. When he turns into the bat throw firebombs at him, and while he's stunned whip him in the head again. Watch out for his jumps!





Whoooooop! It's another enormous tips bulge-o-rama! We've got the first Super Famicom tips with a two-page Actraiser special, plus the long-awaited John Madden's player's guide - we guarantee your game will improve dramatically! Plus there's a Master System Mickey Mouse special and a load of other tips. If you've got maps, tips or anything you think that will make the lives of fellow players even more jolly, send your stuff to: MEAN MACHINES TIPS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. If your tips are the best next month, that software could be yours...

TONGUE OF THE FATMAN

If you're having trouble beating this strange beat 'em up, then use these cheats supplied by Ian Wilson of South Shields. Press the buttons indicated on the title screen, and you'll become the character shown!



BONAPARTE
A, Up, C

EDWINA
Left, B and C together, C



ROBOCHIC
Right, Up, Down

STUMP
A and C together, Right, C

RAMSES
Right, Left, A

WEBRA
A and C together, Right, C

GUANO
Up, Right, A and B together

WEEZIL
Down, Right, Up

MC FIRE
Down, C, Right

SKINNY
Right, Down, Right

SHEBA
B and C together, B, B

BRANIAC
Right, Right, C

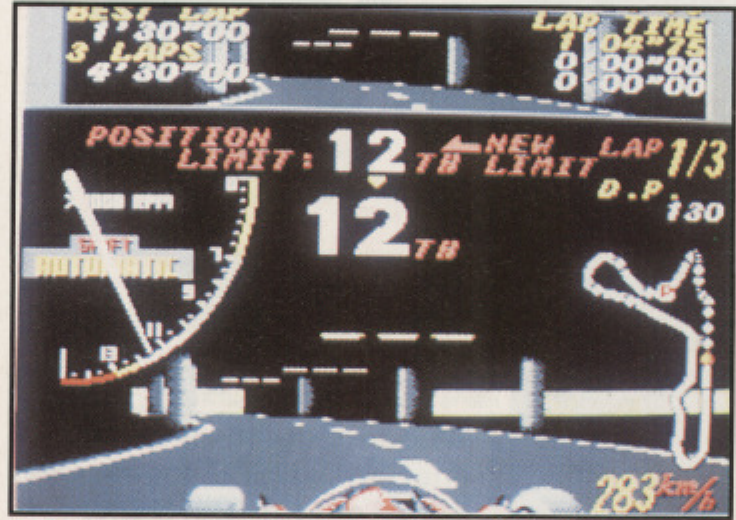
BUFF
Left, C, B

EL TORO
B and C together, A, Up

SPIDRA
A, Down, B

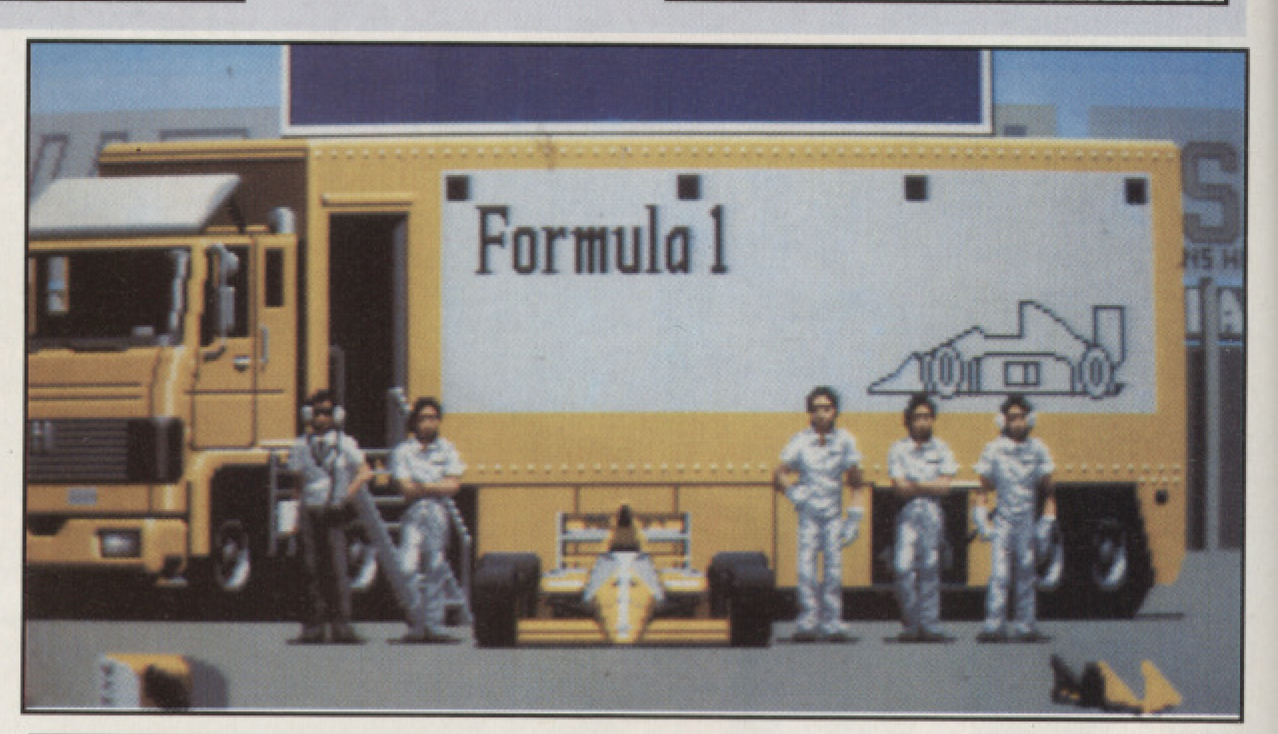
MANDU
A and B together, Down, Left

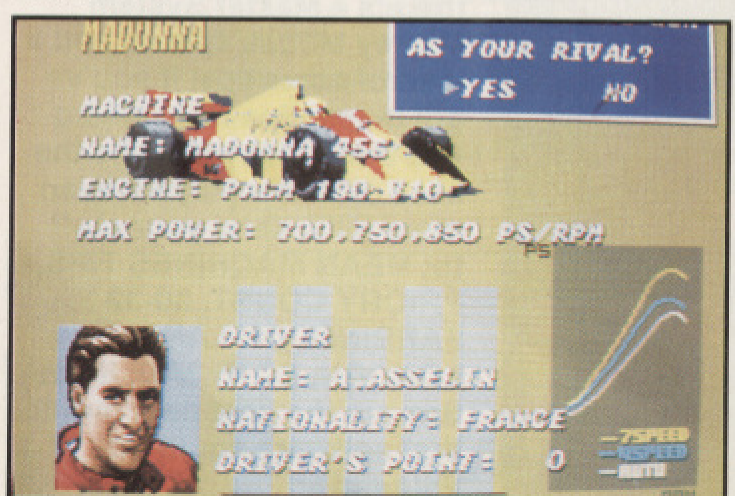


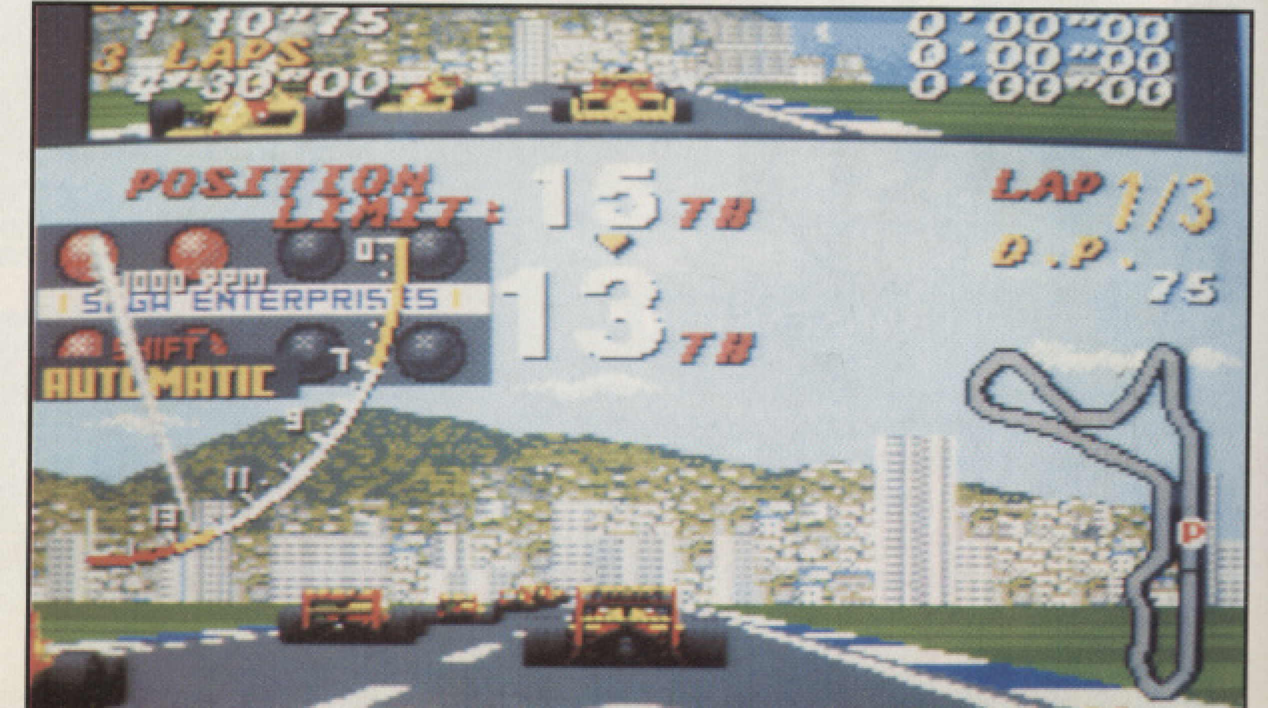


SUPER MONACO GP

Here's a neat way to move faster from Ben Smith of Finchley, London, a place known for its wonderful politicians. Get up close behind another car, and use its slipstream to increase your speed above the natural limit!



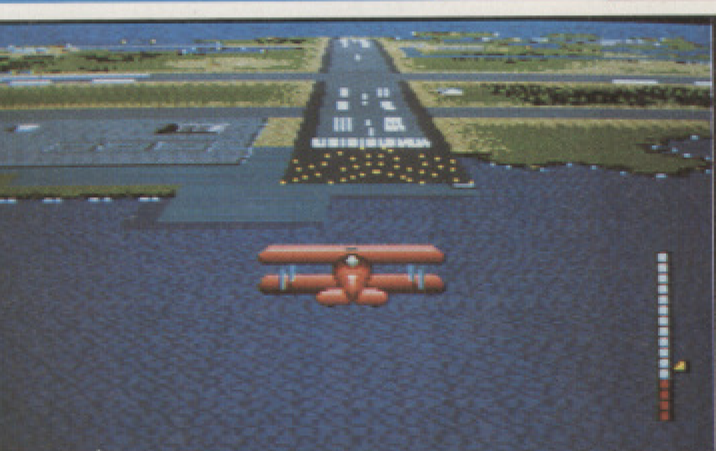




スカイスポーツ・シミュレーション

Pilotwings™

パイロットウイングス





Niall Coady of London and Paul Thomas of Weybridge, Surrey have supplied codes for this brilliant and challenging flying game.

STAGE ONE: 985206
STAGE TWO: 394391
STAGE THREE: 520771
MISSION ONE: 108048

The end of the mission puts you through to Pilot Wings Expert Level, and then the following codes come into play:

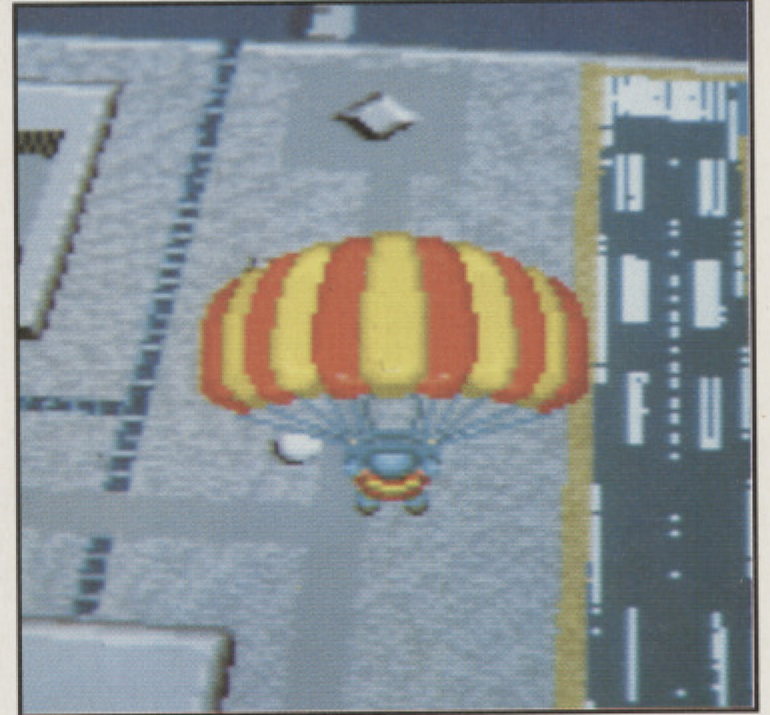
STAGE ONE: 400718
STAGE TWO: 773224
STAGE THREE: 165411
STAGE FOUR: 760357
FINAL MISSION: 882943

Now sit down and watch the end sequence!







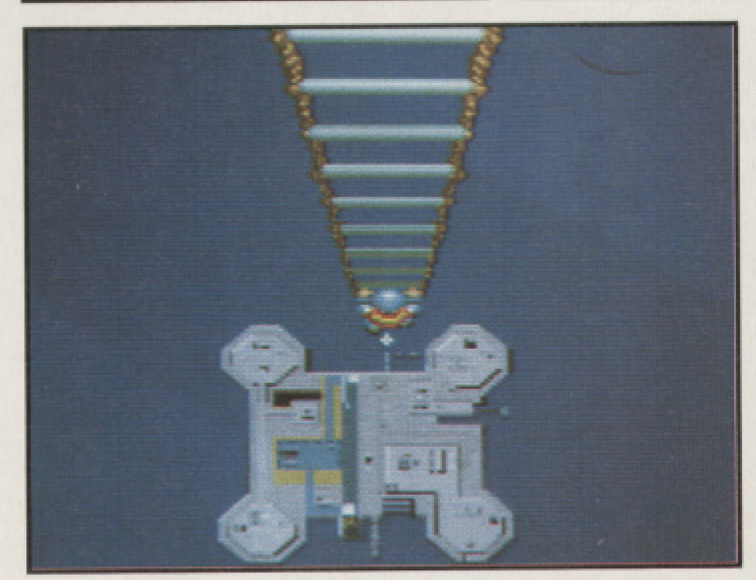


MASTER SYSTEM

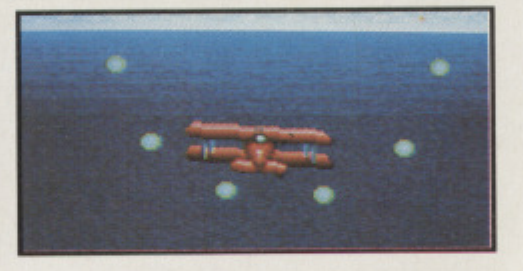
SHINOBI

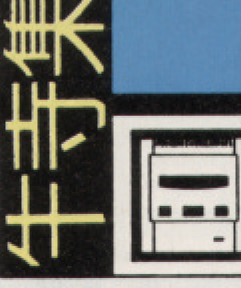
Jamshaid Mohammed of Handsworth, Birmingham has sent in a useful way to select any stage of the game. On the title screen press Down and Button 2, and you'll be able to start wherever you like!











TIPS

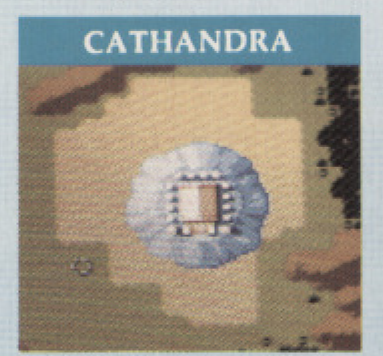


Actraiser is one of the latest Super Famicom releases and rates as probably one of the best games available on any console! If you're a lucky Famicom owner who fancies having the mysteries of this mega game unveiled then take a look at these tips for the Creation Mode of the game as Gary Harrod dispenses his own special blend of god-like wisdom!

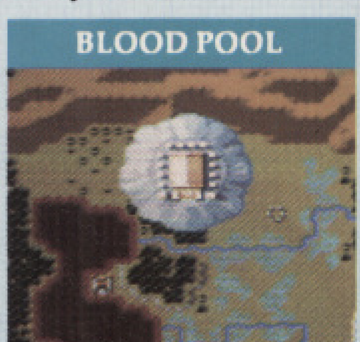
AREA GUIDE

There are six areas across the continent that must be conquered. At any time in the game you can view these areas by flying around in your Sky Castle!

CATHANDRA



BLOOD POOL



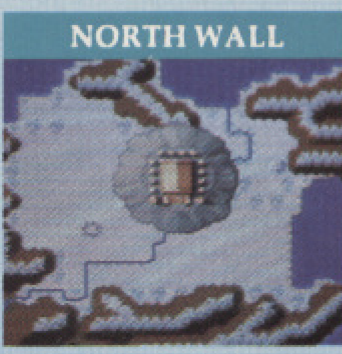
MALANA



FILMOA



NORTH WALL



ITOS



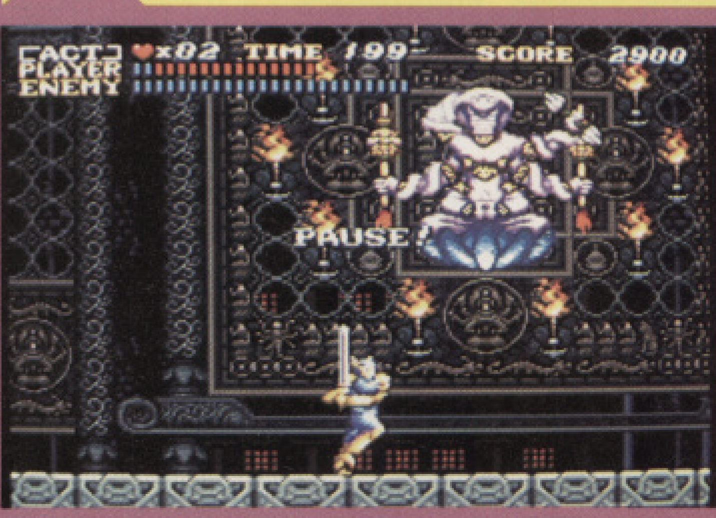
AREA CONQUEST

Every area has its own unique terrain and careful use of your magic enables your followers to settle on the land. When you start, your first priority is to track down the enemy bases. This will help you keep track of the monsters as they appear. Try to destroy these bases as quickly as possible, but leave one base operational.

GET THE POWER!

During the game you gain power as you conquer each area. The power of your god is determined how high his level is. Your character has to gain levels in order to be able to tackle the next area. Don't be too hasty to leave one area as soon as you are able to take on the next level. It helps to be one level higher than necessary - this will make you stronger in the action side of the game. Another benefit is the increased spell power available to you in Creation Mode.

MYSTERIES EXPLAINED!



Each area has two action sections, known as act one and act two. Act one must be completed before you can enter Creation Mode. When the area has been conquered (when all the enemy bases have been annihiliated) you are able to enter act two. Completing all acts is essential in order to finish the game - even if you can conquer all the lands without completing act two of the previous levels.



When all the enemy bases on area four are destroyed, the volcano will erupt. Enter the volcano to dispose of this problem - because it is in fact act two of this area!



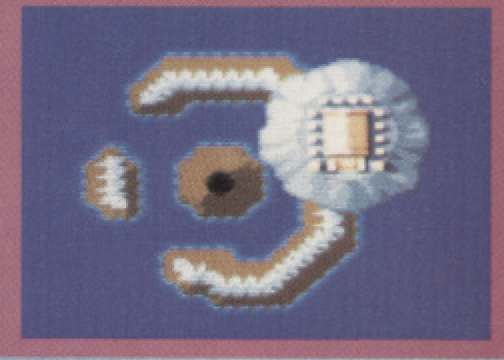
To build bridges on area two, collect the bridge icon from area one and use it. When you cross the river the people will stop building and a man can be seen outise the cave near the castle. Select the bread icon and give it to this man in order to appease your people. The devil imps' base can only be destroyed with a skull icon. You are now able to enter the castle on area two.

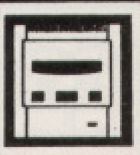


Rescue the lone figure in the desert in area three as this provides you with a magical harp. Whenever speech bubbles appear with crossed swords, then use the harp. Act two in this area is hidden in the desert at the top of the screen between the two enemy bases. Use a rain spell to reveal its location.



When all six areas have been conquered and populated, a volcano appears at the top of the map. The volcano which is circled by three islands is the scene of the final act!







SPELLS AND SPELL POWER

To help you in your conquest of each area, you have a variety of god-like spells at your disposal. These spells clear away obstacles that prevent you from building. Which spells you can cast depends on your current spell power. You start the game with 20 points of spell power. This spell power can only be increased when your character has gone up a level (see the Level of Power section). Your spell power is reduced when you cast a spell. The amount of power deducted depends on which spell is used. If you are in a position to destroy one of the monsters' bases, first of all use up all of your spell power because the destruction of an enemy base completely restores your power! This means that you're getting magic spells for nothing. Good eh?

RAIN. 16 SP.



Use rain to clear the desert area. Rain will also put out buildings on fire and revitalise crops that have been destroyed by imp attacks.

LIGHTNING. 12 SP.



Use lightning to destroy obstacles like small trees and scattered rocks. Lightning also blows away your buildings if you're not careful. Unfortunately, it has no effect on enemy bases.

SUNSHINE. 18 SP.



Use a sunshine spell to dry up the marshes on area two. It also comes in handy to melt the ice in the arctic area

WIND. 24 SP.

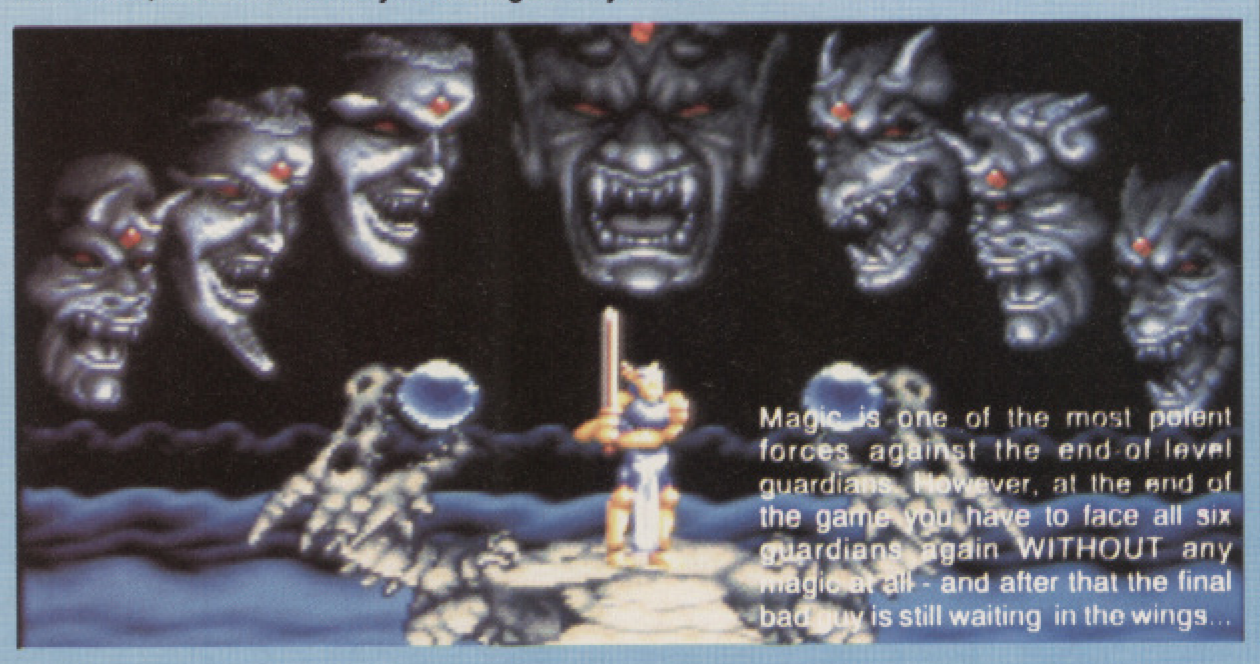


On area four your minions build windmills. After a while, your villagers will become very unhappy (watch out for the speech bubbles above their homes). Simply cast a wind spell to make them happy again. Your followers' happiness is very important. If they're unhappy they don't build, and that means you don't gain any levels.

EARTHQUAKE. 60 SP.



Only needed on area five - the Amazonian Island. Cast this spell before you start building to connect the new island to the smaller one to the north-west.

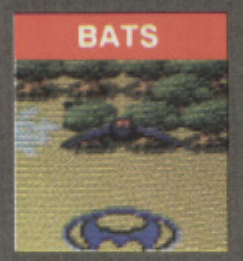


Magic is one of the most potent forces against the end-of-level guardians. However, at the end of the game you have to face all six guardians again WITHOUT any magic at all - and after that the final bad guy is still waiting in the wings...

MONSTER MASH!

As well as the problems with the terrain, each area has its fair share of monsters ready to make your god-like existance hell. Scattered around each area are four enemy bases from which monsters appear and attack your settlements. The enemy bases are represented on the map with a circular hex-like symbol. On later areas some of these bases are hidden by sand or ice which must be removed before it can be destroyed. When a monster has appeared it will attack your village. Each monster has its own attack pattern and strength (see the table below). These monsters can be killed with your bow and arrow, but the monsters' base must be exorcised. This exorcism is done by building over the base. When a base is destroyed your spell-power is completely restored to its maximum level! Monsters are a vital source of spell power. That being the case, it's wise to leave one base operational so that you are able to top up your spell power if required.

BATS



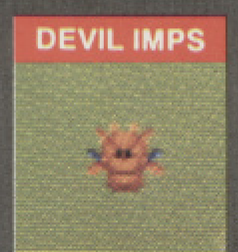
The weakest of all the monsters. One arrow is all that's required to kill this foul demon. The bat attempts to kidnap your villagers. To save your followers, shoot the bat before it can get back to its base! One spell point is given for successfully killing a bat.

DRAGONS



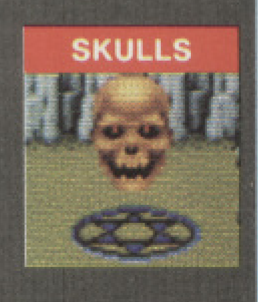
Dragons attack your buildings with their lightning attacks. Simply unleash two arrows at the dragon in order to dispose of it. Avoid getting too close as it tends to move rather quivkly - thus avoiding your attacks. Two spell points are yours for the wasting on killing a dragon.

DEVIL IMPS



These foul demonic denizens attack your crops with fireballs. Three arrows are what's required for showing this guy the door to doom! Four spell points are your reward for destroying one of these creatures.

SKULLS



Nine shots from your celestial bow are just the ticket for disposing of these giant skulls. It is advised that you keep an eye on their base and attack as soon as possible, before these demonic creatures unleash their full power on your helpless minions. A massive twelve spell points are awarded for knocking out this guy.





You are unable to exorcise enemy bases if your population totals less than ten followers. Simply build a road right up to the base and fend off enemy attacks until you have enough minions to carry out the job.

"Come on lads! We might be 42 points down at half time with a one-legged quarterback. But hey! If you fancy treading the path to glory take a look at these mega MEAN MACHINES tips for John Madden's Football. But listen up, lads - we might play a bit better if we wore our helmets the right way round..."

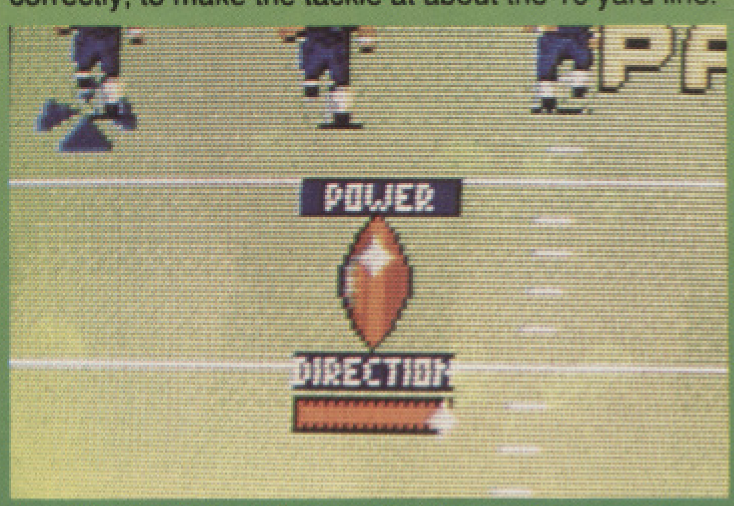
JOHN MADDEN AMERICAN FOOTBALL PLAYER'S GUIDE

THE KICKING TEAM

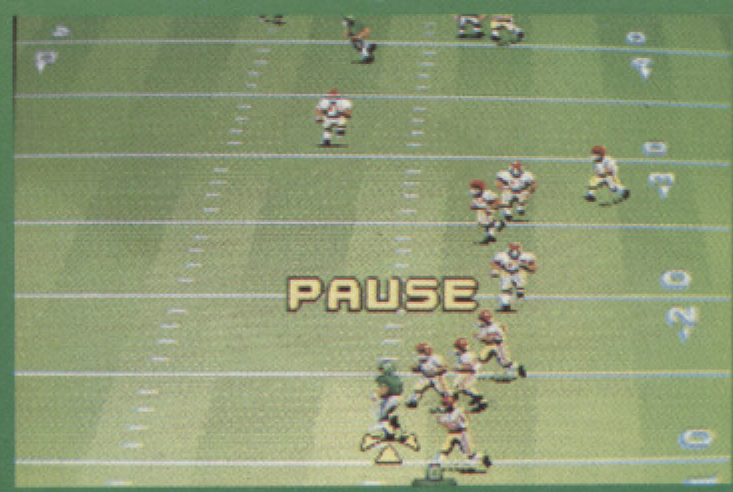
A good kicking team is one which can force an opposing to start their drive from deep within their own territory.

When you kick a ball deep, opposing sides will have three "Return Men" to catch the ball. By either checking the stats or experimenting during the game you will discover which one of these receivers is the slowest. Kicking the ball to this player will make it easier for you to tackle him quickly.

The opposing side, faced with a slow return man being tackled early will instead play for a touchback. Preventing a touchback will require a kick just short of full power. When you kick the ball pay close attention to the strength marker. Pressing the C button just before the marker reaches the very top of the gauge will land the ball around the 5 yard line. This is too far to run for a touchback and will enable you, if played correctly, to make the tackle at about the 10 yard line.



▲ *This is the optimum position on the power meter; any higher and you risk the Touchback. Some weaker kicking teams will need full power, though.*



▲ *Evading the thugs charging down on you takes skill, but there's nothing better than leading them up the proverbial garden path.*

DEFENSIVE POSITION

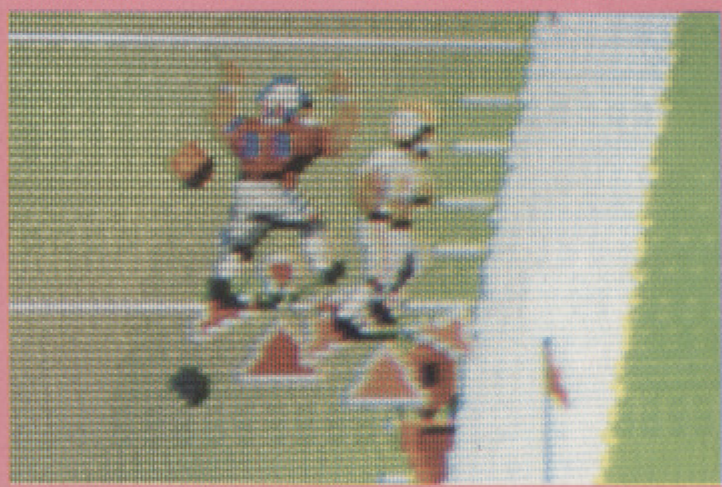
The secret of a good defense depends on your ability to anticipate your opponent's next play and react accordingly. This will involve wise thinking on your part when choosing your formation, set and play.

Don't just stick to your normal defensive line up when you've called your play. Find your fastest players and move them around the field into positions where they'll do the most good.

PASS COVERAGE

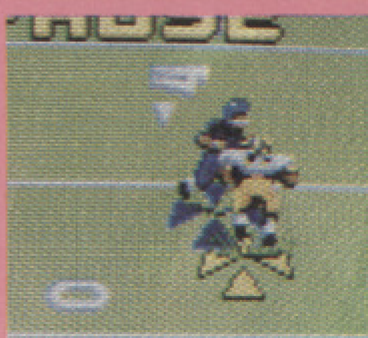
Effective pass coverage should start at the source. Putting pressure on the quarterback as soon after the snap as possible is the main priority of the defensive linebackers. Select your quickest linebacker before the snap to break through the offensive line and then high-tail it towards the quarterback. Keep on pressing the C button to block any throw but avoid diving at the quarterback.

If your defensive linebackers lack the strength to break through the offensive line select a cornerback instead. Move the back up to the line of scrimmage then after the snap move around the offence towards the quarterback.

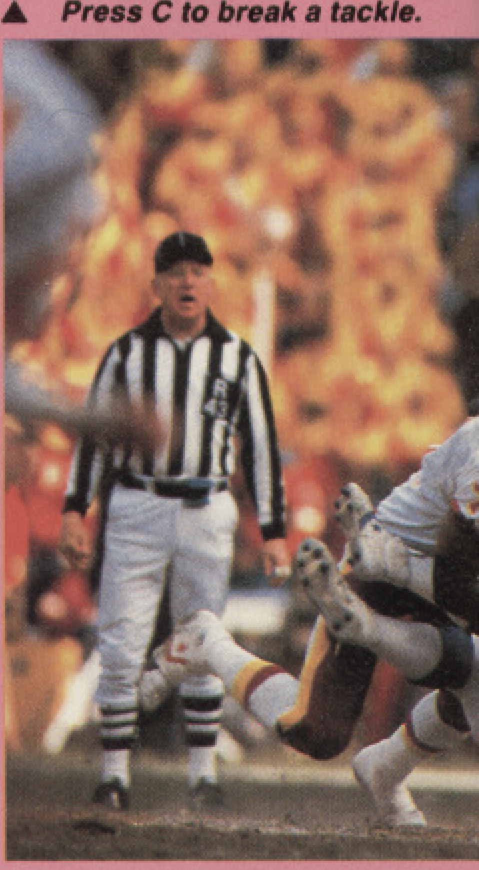


▲ *If you miss the sack, use the defensive backs to bat down the ball with the C button - maybe you'll get an interception!*





▲ *Press C to break a tackle.*

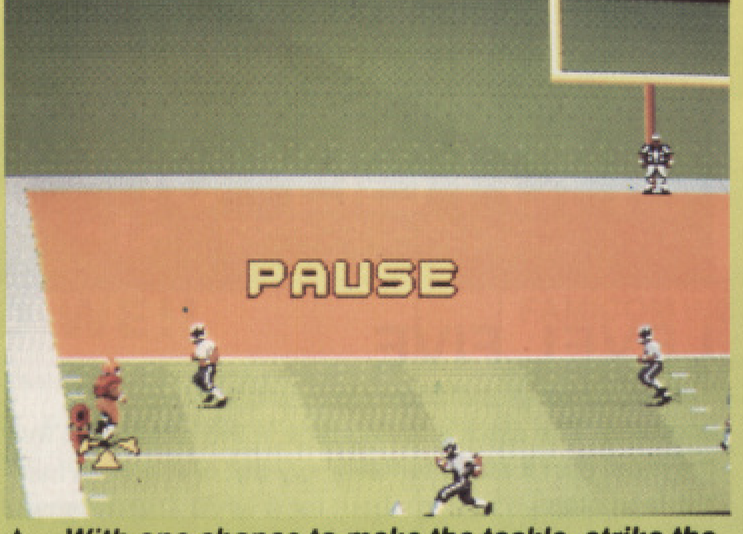




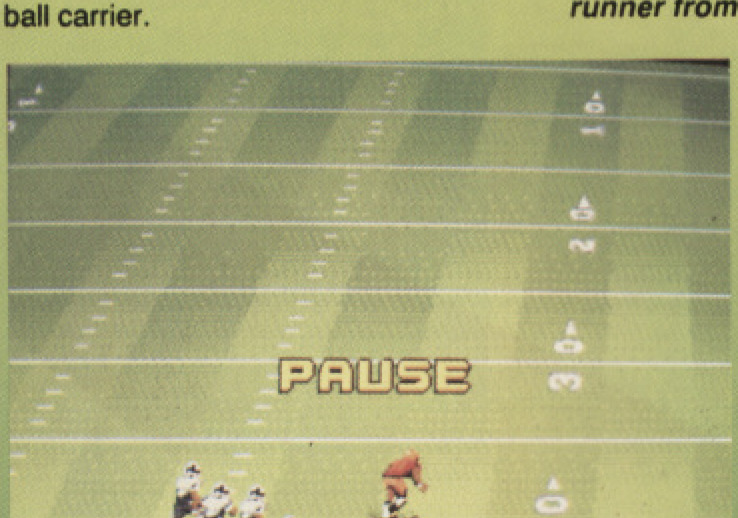
CONTAIN THE RUN

Defending against a running play requires a combination of good judgement in choosing the correct play, quick reactions and the ability to make a successful tackle.

How you tackle your opponents will depend upon two factors. These are firstly, your approach towards the ball carrier and secondly, the ability of your defensive backs and that of the ball carrier.



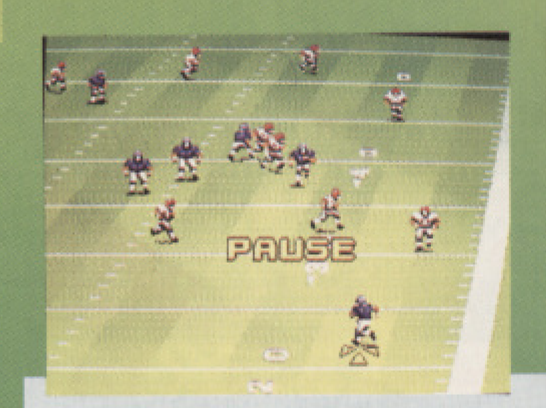
▲ *With one chance to make the tackle, strike the runner from in front if possible.*



▲ *When diving's not doing the biz, get your fastest back ahead to smash the cheeky monkey!*

PLAYER ABILITY

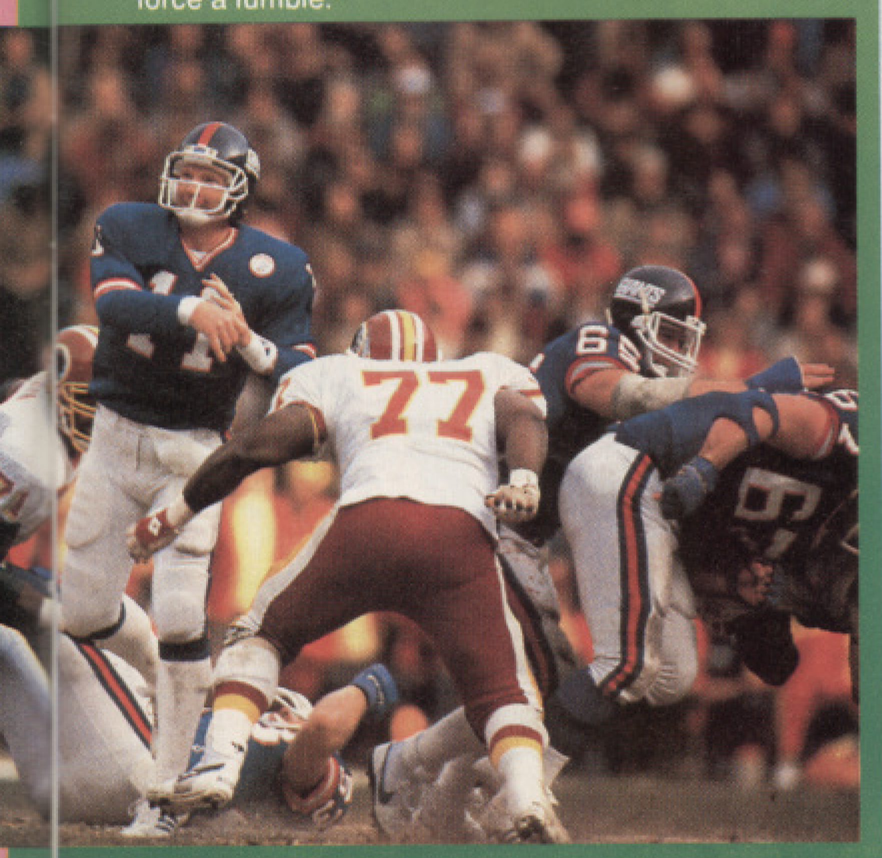
The strength and speed of your defenders and that of the ball carrier are important factors to consider when making a tackle. If you are controlling a defensive back superior to the ball carrier in both strength and speed the options available to you are greatly expanded. These options include hanging back and waiting for support to go for a fumble.





APPROACH

Your approach to the ball carrier will greatly influence your tactics when deciding how to tackle him. For example, if you control a lone defensive back between the ball carrier and seven points you're unlikely to risk a dive unless you like chewing grass. Go instead for a head-on charge which can bring down the ball carrier without any risk. On the other hand if you have several defenders on hand, try to surround the ball carrier and force a fumble.

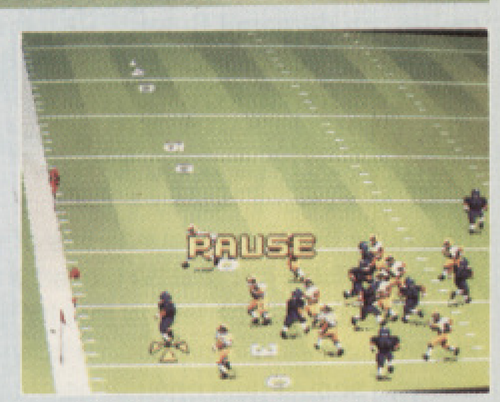


EATING THE CLOCK

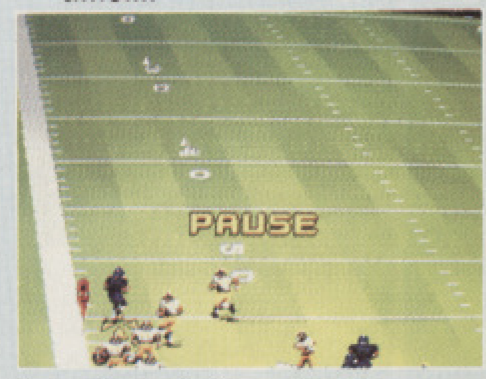
In a close game with two evenly matched teams it could be the clock that decides the winner. Careful use of time-outs and the ability to use the clock could give either team the edge. The following scenario gives some idea as how best to use the clock to win you the game...

Cincinnati has a first down on their own 20 yard line. They have three time-outs remaining and 50 seconds in which to score. To do this Cincinnati must move quickly up the field stopping the clock as often as possible.

Running plays are not recommended. Not only do they eat up time, they may result in you having to call a time-out if you're tackled in-bounds. Cincinnati's best chance is to throw a long pass to receivers near the edge of the field. These receivers can run the ball out of bounds to stop the clock if they are threatened with a tackle. Incomplete passes will also stop the clock. Should Cincinnati reach the goal line with time to spare you can risk a running play, using a time out if necessary.



▲ *Running plays eat up the time....*



▲ *...keep in bounds and head for the end zone!*

One of the best Sega carts on the market at the moment is Mickey Mouse, which received a colossal 93% in issue four of MEAN MACHINES! If you're a bit stuck on this spiffing game then check out these topper tips for the definitive guide to this cosmic cart!

CASTLE OF ILLUSION

END-OF-LEVEL MADNESS

The end of each level is inhabited by a particularly evil monster who gets great pleasure from butchering our brave rodent hero. Here are tips to get you past the first five. After that you're all on your own...

LEVEL ONE

This evil tree person has the ability to transform into a dangerous whirlwind. Bottom bounce on his head when he's stopped gyrating, and keep close - this is the only way to avoid his leaf attack!

LEVEL TWO

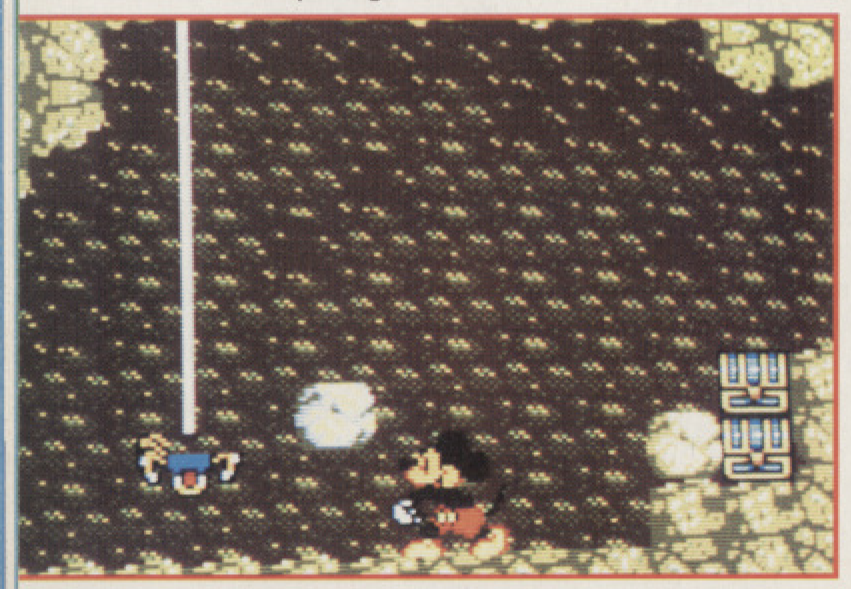
This puppet jumps out from his toy box with the express purpose of annihilating our hero! Simply avoid the jewelled rain that descends from above and bottom bounce on his head. He shouldn't pose much of a problem any more!

LEVEL THREE

The monster-sized bar of chocolate isn't particularly friendly - or tasty! One of the blocks that he throw at you can be picked up and chucked back at him to cause him damage! But wait until the chocolate one has moved before you chuck the block back or your efforts will be wasted!

LEVEL FOUR

This huge book starts out as one of your worst enemies - he's just that bit too large to effectively bottom bounce. The letters that he spits at you are the key to success. Simply bottom bounce on the letters and you should gain enough height to give Mr Chocolate a splitting headache!



LEVEL FIVE

This massive grandfather clock is one of your last enemies. The clock's roving face is the target, but for the most part it stays tantalisingly out of reach. When the face stops bobbing about for a while that means it's just about to swoop on you and this is when you should attack. Easy!

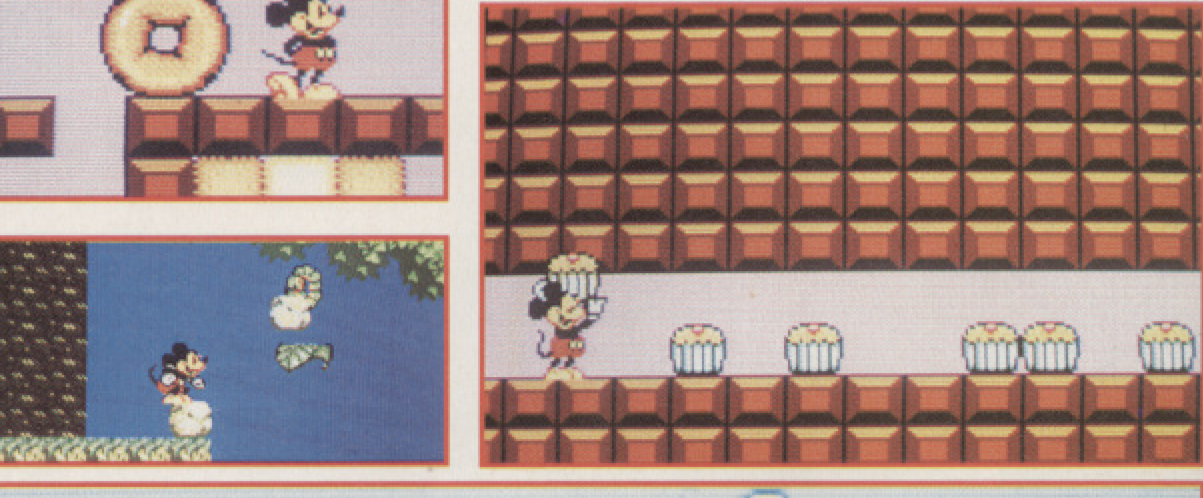


GENERAL TIPS

Remember that there's always more than one route through the level. This is especially important because there's always some secret rooms to discover that gives Mickey some extra energy - or even extra lives!

There are plenty of secret chests dotted around the map that give out extra points or energy. The only problem is that they're all invisible! To make them visible just jump into the air and produce a quick bottom bounce. If a chest is there it will suddenly appear. These chests can be used as platforms and some lead to previously hidden parts of the game!

If you chuck away a platform by mistake don't worry - simply retrace your steps to where you found the platform and a new one should be yours for the taking!





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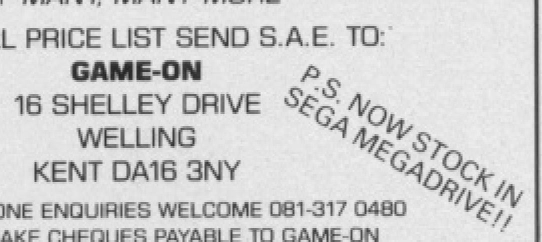
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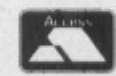
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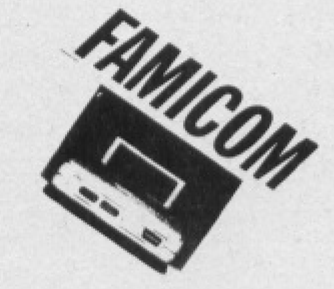
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Oh, by the way. When you write in, don't just say "I'm stuck in Shinobi (or whatever), please help me". I need to know what your exact problem is, otherwise I won't be able to answer! Okay?



TIPS HE

SHINOBI HASSLES: KEN OH, MANDARA AND MASKED NINJA

JAZ: I've had three letters this month from people stuck in this great Sega conversion. First of all, Laura Binnie of Glenrothes in Fife has just got a Sega and can't beat Ken Oh. The answer to your problem is to jump and shoot him in the face five times. You've simply got to get the timing right - it doesn't take too much practice.

Secondly "A Stuck Reader" (strange name, eh?) from Cumbria can't get past Mandara. What you've got to do here is get as close to the rows of statues as you can and start shooting and moving backwards. Each statue takes four hits to destroy it. Once the statues are blown up, there's a face that shoots fireballs - jump and shoot the red eye eight times, and don't forget to dodge those fireballs.

Lastly, James Higgins from Fife is having difficulty with the last baddie, the Masked Ninja. This guy takes four forms. In the glowing Ninja form shoot him three times when he briefly stops glowing. When he's in tornado Ninja form crouch, wait for him to come close, then kick him. Do that three times and he changes into jumping Ninja. When he jumps, you jump and shoot him in the air. Don't miss, or he'll leave a shadow when he lands which attacks. Hit him three times and he becomes masked Ninja. Let him run past once (this takes energy off your life meter, but it's worth it), then turn and face him and shoot him as quickly and as many times as possible until he comes close enough to attack you. Back off and keep shooting until he's dead.

IT'S A ROCKY ROAD

Dear Jaz,
I'm stuck on Rocky. I just can't beat Drago. What can I do to knock this guy out?
Jon Griffin, Bristol

JAZ: In the training mode, your score should be 7 on the sand bag and 80 or over in the training against Drago. If not, you won't stand a chance. When you're fighting, concentrate on button two, and stick in there until the fifth round, where Drago suddenly becomes weak. It's not difficult - just remember to get those scores on the training and you'll be alright.

NO-SCROLL NINJA

Dear Jaz,
I can't find all the scrolls on the Ninja to finish the game. Please tell me where they are.
Simon Buckley, Salford, Manchester

JAZ: The first is on screen one - kill the ninja and it appears. The second is on screen four - shoot the dog statue five times. The next is on screen six in the first Samurai house by the moat on the left of the screen. Cross the bridge and shoot the corner of the house to the left of the bush and it appears. Next is on screen eight - go through the entryway to the open field, shoot the last bush towards the back of the wall and, as if by magic, the scroll appears. On screen nine, crawl up the way staying on the right side, go past the rock holes and fight the boss, but do not kill him. Leave him and go to the right of the screen (almost above the far right rock hole) and the scroll appears. Now kill the boss. On screen ten, walk along the middle of the stone grey walkway to the stairs onto another walkway. There are bushes on the right and bushes with grey statues on the left. Go to the last grey statue, punch it three times and disappear three times. A message appears and you move onto the maze round - complete this level and you finish the game.

WE WANT MEGAPLAYERS

If you're a gamesplaying genius, why not put your name forward



for the MEAN MACHINES Tips Helpline. Just write in with your name and address and tell us which games you're good at. We'll print your details in the magazine so that other fellow players can write to you for help - you might even make new friends!!! The place to send all your Tips Helpline letters is: MEGAPLAYERS TIPS HELPLINE, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

MEAN MACHINES MEGAPLAYERS

Here's where you ace gamesplayers can offer your services and become an honorary MEAN MACHINES Megaplayer. Other readers can write to you and ask for information on games that you know inside out. If you write to a Megaplayer, don't forget to include a stamped addressed envelope! It's nice enough for these people to put their names forward to help you - it's a bit of a cheek asking them to pay to send you a reply!

MEGADRIVE MEGAPLAYERS

Ah! A Megadrive Megaplayer. If you've got yourself into a fix on ESWAT, DJ Boy, Golden Axe, Final Blow, Super Shinobi, Super Real Basketball, World Championship Soccer or Mr Komatsue, write to Jacob Kennedy, 74 Esmond Road, Chiswick, London, W4 1JF.

Alan Frost is a Megadrive player par excellence. He knows Golden Axe, Moonwalker, Rambo III, Batman, Forgotten Worlds. Write to him at 1 Huntspiel Cott, Brunswick Road, Deepcut, Camberley, Surrey, GU16 6RT.

If you're a Megadrive player in dire straits, why not get into contact with Paul Bristow, 60 Plaxtol Road, Erith, Kent, DA8 1NL. He's an expert on Ghouls 'n' Ghosts, Thunderforce III, Psycho Fox, Operation Wolf, Super Real Basketball, World Games, Forgotten Worlds and Strider.

Paul Haseldine stresses that he is a truly star player who's willing to give any tips on Ghouls 'n' Ghosts, Super Shinobi, Altered Beast, Thunderforce III, ESWAT and Forgotten Worlds. Write to him at 2 Ilkeston Road, Stapleford, Notts, NG9 8JL.

If Forgotten Worlds, World Soccer, Super Monaco GP, Super Hang-On or Altered Beast are giving you hassle, write to John Kaye, 3 Brookfield, Penistone Road, Kirkburton, Huddersfield, W Yorkshire, HD8 OPE.

"I'm a mega, mega, mega cool dude" reckons Danny Crystal and reckons he'll give red hot tips to anyone stuck on Moonwalker, Super Shinobi, Shadow Dancer, DJ Boy, Mickey Mouse, Wonderboy III, Cyberball, Alex Kidd, ESWAT, Super Real Basketball, World Soccer, Ghostbusters and Strider. Interested? Then write to him at 20 Meath Close, St Mary Cray, Orpington, Kent, BRS 2HF.

Need help on Ghostbusters, Golden Axe, Forgotten Worlds, Super Hang-On, Arnold Palmer's Golf, Strider, Revenge of Shinobi, Ghouls 'n' Ghosts, Altered Beast, Populous, Last Battle, Space Harrier II, Truxton or Thunderforce II and III? Write to D Ellox, Gwelter Roseworthy, Camborne, Cornwall.

This guy has certainly played a lot of games and is offering help on Air Diver, Altered Beast, Budokan, Forgotten Worlds, Ghouls 'n' Ghosts, Golden Axe, Insector X, Moonwalker, Mystic Defender, Phantasy Star II, Populous, Rambo III, Super Shinobi, Space Harrier II, Target Earth, Truxton, Whip Rush and Zany Golf. He's Greg Martin of 8 Duchray Drive, Ralston, Paisley, Scotland, PA1 3BW.

SEGA MEGAPLAYERS

The games that T Abdo of 37 Blackwood Rd, Streetly, W Mids, B74 3PL is offering help on are Fantasy Zone I and III, Alex Kidd in Miracle World, Golden Axe, Psycho Fox, Spy Vs Spy, Double Dragon, Basketball Nightmare and Dead Angle.

Michael Long from 104 Whalley Avenue, St Helens, Merseyside, WA10 6PS can help anyone stuck on Altered Beast, Vigilante, Golden Axe, Chase HQ, Double Dragon, Thunderblade, Hang-On, Wonderboy III, Safari Hunt, Marksman Shooting and Action Fighter.

If Alex Kidd in Miracle World, Wonderboy II or III, Psycho Fox, Chase Hq, R-Type or Rampage are providing trouble, contact Thomas Varlow, 75 Greenshaw Drive, Haxby, York, YO38 D9

A pair of Megaplayers willing to help out on Sega games are Nigel Wykes and Steven Fewell who live at 84 Salisbury Road, Gravesend, Kent, DA11 7DE. They're experts at RC Grand Prix, Vigilante, Dynamite Dux, Shinobi, Golden Axe, Double Dragon, Rastan, California Games, Enduro Racer, Chase HQ, Pro Wrestling,

NINTENDO MEGAPLAYERS

If you live in Berkshire or thereabouts, Peter Nightingale, 44 Melling Close, Lower Early, Reading, Berkshire, RG6 2XN might have the answers you're looking for. He knows the following Nintendo games - Trojan, Super Mario Bros, Soccer, Tiger Heli, Xevious, Airwolf and Skate or Die.

Nintendo players can ask Carl Busby for help. He knows Ghosts 'n' Goblins, Megaman, Balloon Fight, Rygar, Super Mario II, Excitebike and Batman. Write to him on the address above.

Another Nintendo Megaplayer is John Molnar of 64 Champion Close, Rowlatts Hill, Rowatts Hill, Leicester, LE5 4EX. He's an expert on Super Mario Bros I and II, Batman, Cobra Triangle, Pro Wrestling, Track and Field II, Gunsmoke, Life Force, Rush 'n' Attack, Tennis and Gradius.

Don't forget - and this is very important indeed - if you write to a Megaplayer, make sure you enclose a stamped addressed envelope for your reply, or you won't get one. Okay?

MEAN MACHINES

HOTLINES

WIN A MEGADRIVE

0839 121 180

Spang! Here's your chance to win a Sega Megadrive, the 16-bit console that's so sexy even Gary Harrod can't compare! Great games keep on comin' for this machine, and all you've got to do to stand a chance of winning one is pick up the blower, set your ears to listening mode, and answer three cretinous questions. Easy!

WIN A GAMEBOY

0839 121 174

Julian's been known to play with his so much his wrists ache - and now it's your chance to win a fabby Nintendo Gameboy! Never be afraid of long journeys again (unless you get car sick, of course) with the ultimate in handheld entertainment. See that telephone number above? Ring it and win!

WIN £150 WORTH OF SOFTWARE

0839 121 188

Laughing in the face of recession, MEAN MACHINES are giving away a stack of games for your console - just for calling a number and answering questions! We're stark staring mad, we are. And the questions aren't even difficult - in fact, a subnormal passion fruit could get them right with ease!

WIN A GAME GEAR

0839 121 189

It's colour, it plays the best Sega games, and it even turns into a miniature television! The Sega Game Gear is the latest and hottest portable console, providing vivid playability for just the price of batteries - and the game itself. We'll send on a TV adaptor as soon as one's released, just 'cos we're nice. Call today!

WIN A SUPER FAMICOM

0839 121 187

The first person at your school to get a Super Famicom will be the coolest dude around - and it could be YOU! Yup, Nintendo have come up with yet another winning console, and we're giving one away this month - although it's a SCART model, so those with PAL tellies will have to get it converted. But we are still blummin' lovely for giving you the chance to win. So there.

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU HAVE THE PERMISSION OF WHOEVER PAYS THE PHONE BILL BEFORE YOU DIAL. ALL CALLS ARE CHARGED AT 33P PER MINUTE (CHEAP RATE) AND 44P PER MINUTE (AT ALL OTHER TIMES). NO PROGRAMME IS LONGER THAN THREE MINUTES.



PGA TOUR GOLF

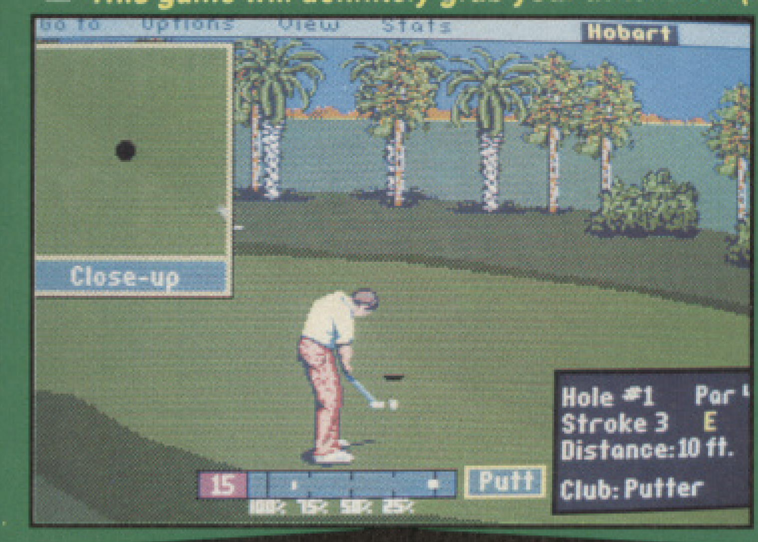
Time to dust down that silly hat, bright yellow woolly jumper and outrageous golfing trousers and mosey on down to four of the most skill-testing golf courses in the whole world. Each of the courses has 18 holes and the object in each is simple. Just get that dented little white ball from your starting position down the fairway and onto the green, where it's your express purpose to putt the little white item into the hole. Easy eh?

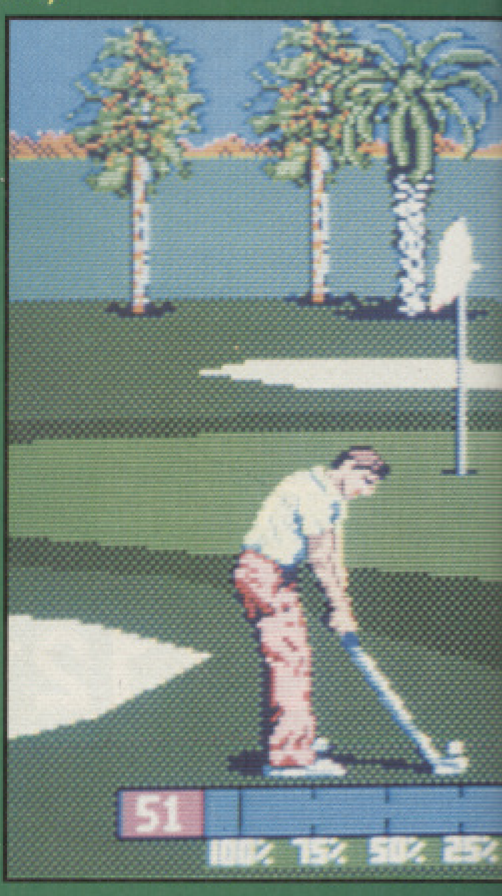
Well, matters are further complicated when more than one player takes to the course. This game enables up to four players to take each other on and any player can be controlled either by a human or by your trusty Megadrive.

PGA Tour Golf was originally a PC game, which came complete with a wealth of options to make your round of golf that more rewarding. Megadrive owning golf fanatics will be pleased to know that all of these options have been crammed into this cart - and with the aid of a battery back-up, your best golfers can be saved off to tee off another day.



▲ *This game will definitely grab your at-tent-ion (ho ho).*





PITCH 'N' PUTT

You can choose to practice before you begin the arduous task of taking on the pros in PGA Tour Golf. A driving range is available for those who want to practice their long-range shots, whilst the practice green is the place to be if you fancy brushing up on your putting.

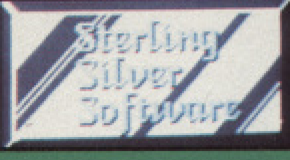




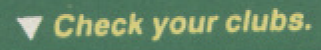


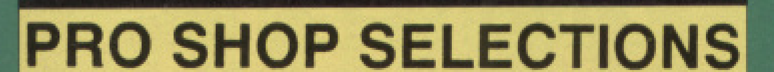






▼ Check your clubs.

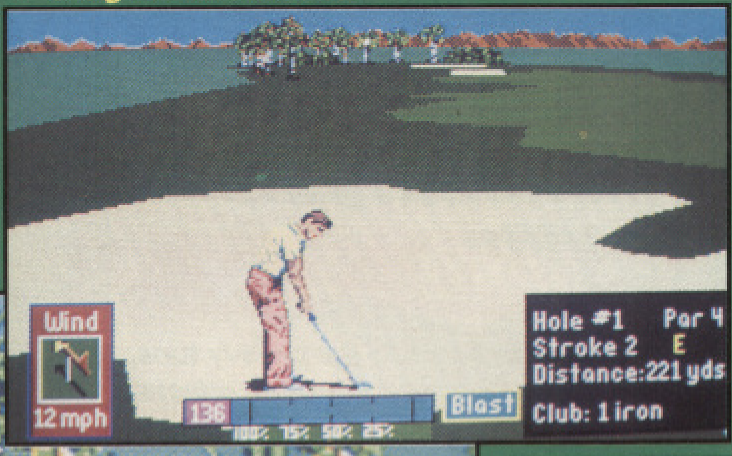


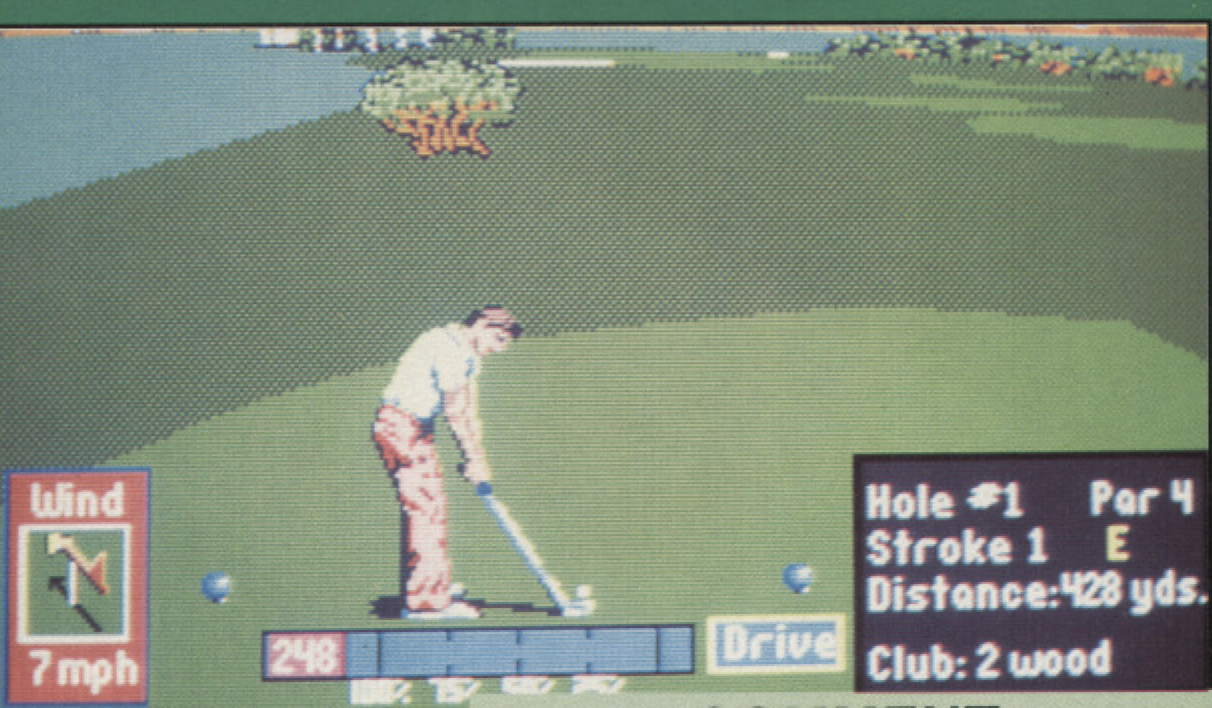


PRO SHOP SELECTIONS

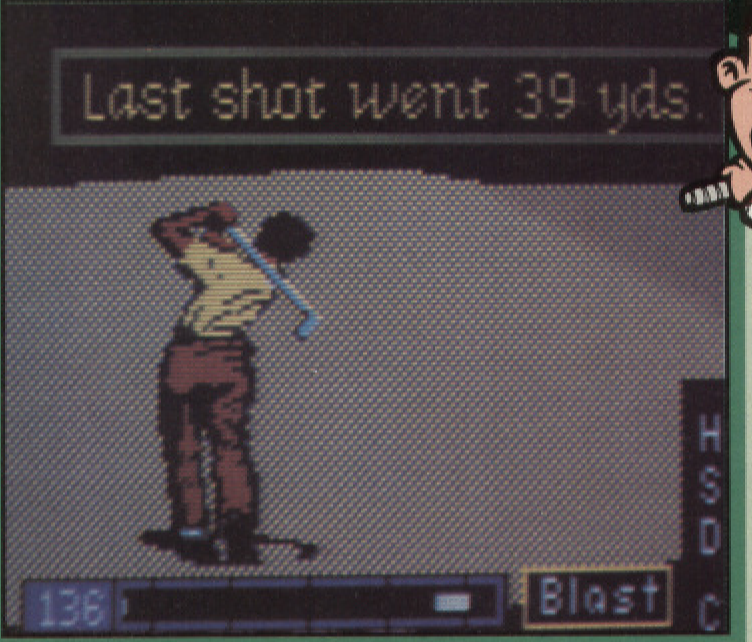
You start the game in the Pro Shop. Don't be misled by the nice range of golfing trousers and accessories on sale here - this is where you make most of your selections. Here you can choose whether you wish to practice your golfing skills or enter the tournament proper.

▼ Caught in the bunker!





▲ Teeing off is best done after checking the shape of the course.



▲ The ball flies out of the bunker towards the hole!

Hole #1 Par 4
Stroke 5 E
Distance:11 yds.
Club: 1 iron
Pitch

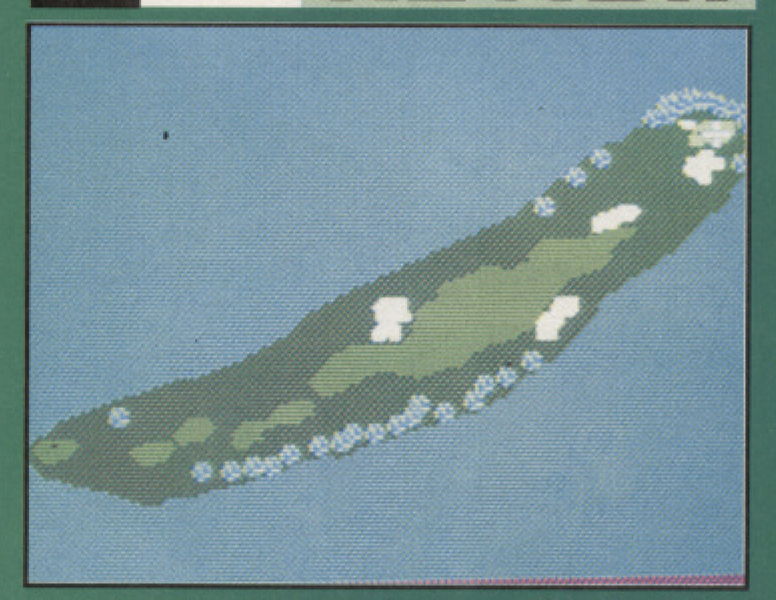
COMMENT

MATT

PGA Tour Golf is probably the best game of its type available. The graphics and sound are simply superb on all counts - the animation on your golfer is incredibly lifelike. The sound too is great, with plenty of sampled effects. Rob Hubbard provides the musical accompaniment - so the quality of the music is guaranteed! With it's multitude of options there's plenty to keep you going, and though there's only four courses they're all quite challenging to complete. Take some other players with you on to the courses and PGA Golf adds a great competitive spirit to the proceedings. PGA Golf may not look visually exciting, but for any golfing fan (or anyone else who fancies something different) this is the one to get!



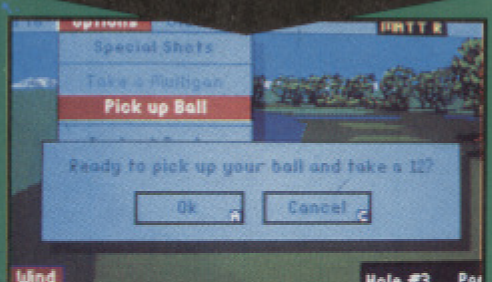
REVIEW

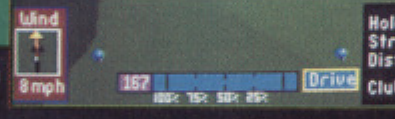


▲ *The lie of each course is shown at the beginning.*

PGA OPTIONS

During play, plenty of options are available. These include taking a Mulligan (which generally means you can retake your shot, except when you're in a tournament), see an action replay of your last shot, or even pick up the ball. Picking up the ball means that you finish the hole with a pathetic score of 12 strokes.







PGA WEST
La Quinta, Ca

COMMENT

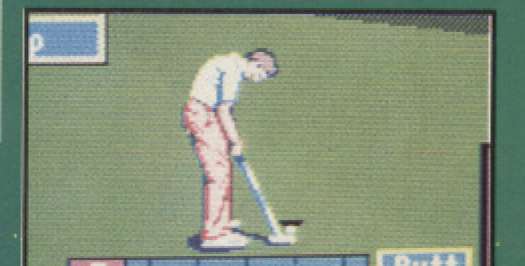


JULIAN

Arnold Palmer's Golf is pretty neat, but PGA Tour Golf knocks it into a cocked hat. Excellent 3D viewpoints, four different courses, a four-player tournament, competing against "professional players", a save game mode and a host of other options make this the best golf game I've seen on any console or computer system. The graphics are very lifelike, with great animation on the golfer, the screens are fast in the way they set up and the control method makes it a joy to play. The stunning music (unexpected on a golf game) and neat samples (like the "oohs" and clapping when you do a particularly brilliant shot) are the icing on the cake. Golf mightn't be everyone's cup of tea, but PGA Tour Golf is so well produced, it should appeal even to those who'd normally never think about buying a golf game. Check it out - otherwise you won't know what you're missing!

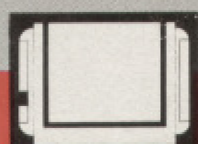
CONTROL YOUR STROKE

You'd think that whamming your ball towards the green would be pretty simple. Unfortunately, a lot of things contribute to making your shot a tad more difficult. For starters, the wind has to be taken into account when hitting the ball. A small indicator enables you to judge how powerful the wind is. The courses themselves are also designed to make life a bit more difficult. Trees and lakes abound and both can spell potential doom to your pitching antics. Should your ball land in the rough ground you can expect your next shot to be a tad more difficult...





BY: EA
PRICE: £39.99
RELEASE DATE: MAY
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 4
RESPONSIVENESS: PAR





PRESENTATION 91%
Well-presented all round, with loads of options, a save game mode and multi-player tournaments.

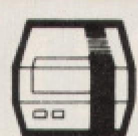
GRAPHICS 88%
The 3D graphics work brilliantly, and the golfer's animation is great.

SOUND 90%
Swing your pants to the groovy tune, or mellow out with the soothing effects.

PLAYABILITY 92%
Controlling your shots is simple, and the game is instantly playable.

LASTABILITY 87%
Four 18-hole courses, championship options and a four-player option keeps the interest alive for months to come.

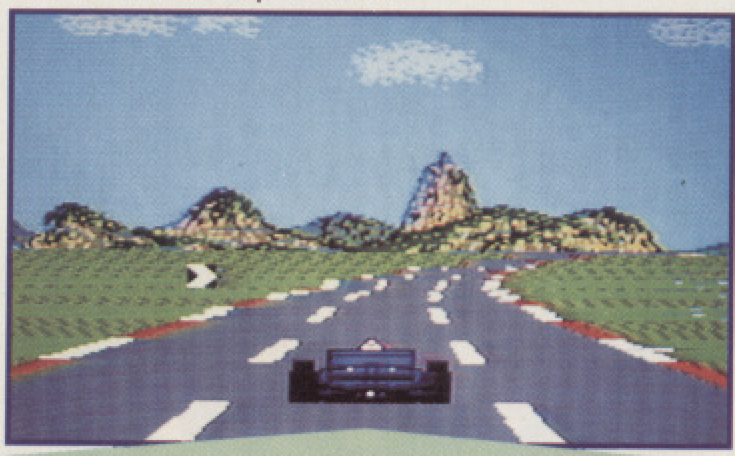
OVERALL 91%
A superb sports simulation which will appeal massively to golf fans, and will even be enjoyed by those who normally wouldn't play this type of game!

NINTENDO REVIEW

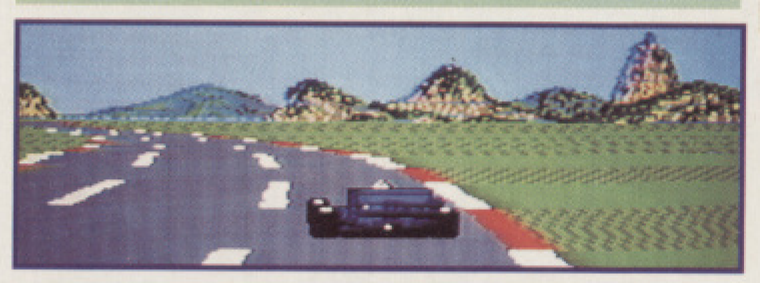
Strap yourself into your mega-speed road racer and ready yourself for the trials and tribulations of the life on the Formula One circuit! Turbo Racing has a lot in common with the ageing coin-op classic, Pole Position, in that the action is based around a scrolling 3D track and your objective is simple. Use your racing skills and guide your speed monster through the traffic to the coveted number one slot.

Al Unser Jr (a bit of a big light in the USA when it comes to driving fast cars) has officially endorsed this Nintendo driving game, and the programmers have taken every opportunity to use his inane smiling features wherever possible...

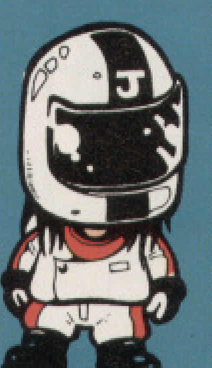


TURBO POWER!

If you thought that your Formula One car's prowess was equal to that of an L-reg Skoda, guess again! When you reach top speed, simply by moving your joypad upwards a special boost of turbo power propels your car forward at truly phenomenal speeds! Watch it though, because using this option burns up your fuel at an alarming rate!



COMMENT



JULIAN

Being a bit of a speed freak, I thoroughly enjoyed playing this. The 3D update is smooth, fast and convincing and the computer opponents are no dummies, so you really do have to race to get a decent grid position, making the game challenging and exciting. The most important thing in a race game is that the action is fast and exhilarating, and I found that with Turbo Racing this is certainly the case - the opposing cars weave about and if you're not concentrating it's easy to spin off on a corner. Nintendo race games have been thin on the ground up until now - so if you feel the urge to warm your turbos, take this for a test drive immediately.

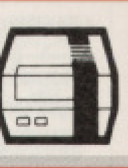


▲ It's customary to use the road, unlike this loser!

▲ The time trial options pit your skills against the clock.

▲ This is the road to Hell... or maybe Watford.



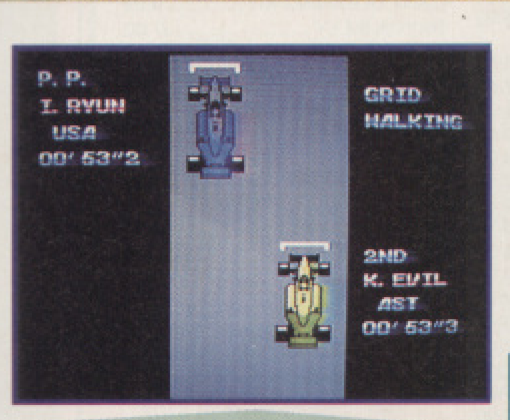


▲ Racing around the autobahns of Germany.

▲ Watch out for the cones left by the maintenance men!

UNSER FOR THIS

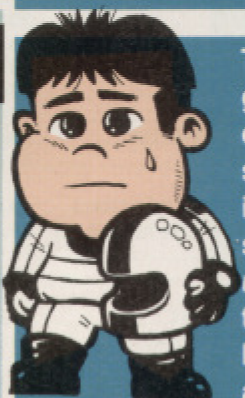
Al Unser Jr, the game's official sponsor gives out his own special advice for each of the game's 16 tracks! Among the tracks included in the game are Brazil, Spain, Monaco, and the UK, although it must be said that Mr Unser Jr's words of wisdom are pretty useless for anyone speed freak psycho driver who's any good at all at any road racing games.



PIT-IN PRANKS!

During the course of your Formula One frivolity, the chances are that just like real life, you're going to run out of fuel! At the beginning of each lap there's special lane that you can enter in order to refuel your car. Also, if your car sustains some damage (some of the computer drivers are graduates from the Ayrton Senna School of Motoring), it can be repaired here! Time is lost of course, but it's a lot better than not finishing the race at all isn't it?

COMMENT



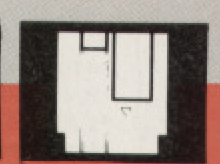
MATT

Turbo Racing is a pretty playable game - your Formula One car is easy to control and the feeling of speed when you ignite your nitros is quite neat (the screen even shakes!). The 3D update is fast and realistic, although the graphics tend to flicker when things get very busy, and the roadside obstacles are very plain. There are a lot of tracks, and it takes quite a while to learn them all, and the computer opponents are also challenging, so it takes plenty of practice before you start winning races. Still, if you're prepared to stick with it, Turbo racing offers plenty of thrills and spills for a speed freak.



BY: NINTENDO
PRICE: £29.99
RELEASE DATE: APRIL
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: TURBO



PRESENTATION 82%

There's plenty of presentation screens to wade through, and also a save game option.

GRAPHICS 78%

The in-game graphics flicker sometimes when there's a lot happening, but the 3D update is fast and the cars are excellent.

SOUND 63%

Pretty standard road-racer fare. Nothing to pump up the volume for.

PLAYABILITY 81%

The car is easy to control and the game is fast and exhilarating...

LASTABILITY 76%

...and the tough computer opponents make sure that it takes plenty of practice before you become a Grand Prix winner.

OVERALL 80%

An excellent road racing game with plenty of options and fast and challenging action. A must for Nintendo road racing freaks.

C.E.S.

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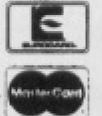
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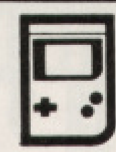
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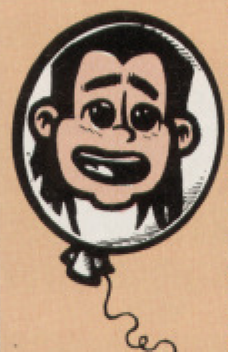
BALLOON KID

This isn't just a lot of hot air - it's an adventure! Balloon Kid travels through various levels, hanging on to a pair of balloons to provide him with lift and thrust.

However, things aren't all fun and games. Dangers lurk at every whiff of breeze - birds flap around the skies, huge fish are ready to leap out of the water, and there are spikes everywhere!

With bonus stages and power-ups floating around, the Kid's task can be made easier - but not that easy!

COMMENT



JULIAN

Balloon Trip starts out full of promise, but after a couple of goes the dull, uneventful gameplay and the very low difficulty level make this become very boring very quickly. There's simply not enough action or challenge to keep you entertained for more than a few hours.



NINTENDO £19.99

RATINGS

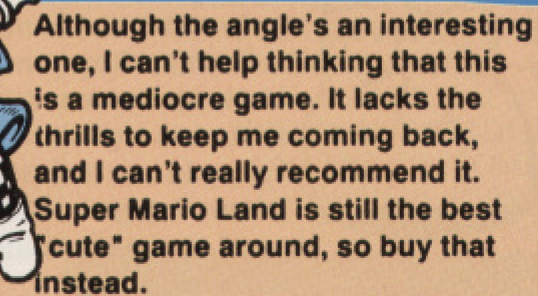
PRESENTATION	81%
GRAPHICS	78%
SOUND	73%
PLAYABILITY	62%
LASTABILITY	45%
OVERALL	51%

1 PLAYERS

BALLOON BURSTING

The first bonus stage appears when Kid walks into a huge Gameboy - honestly! Then five pipes disgorge balloons at an increasing rate, and it's up to our hero to bust as many as possible in the time limit.

COMMENT



MATT

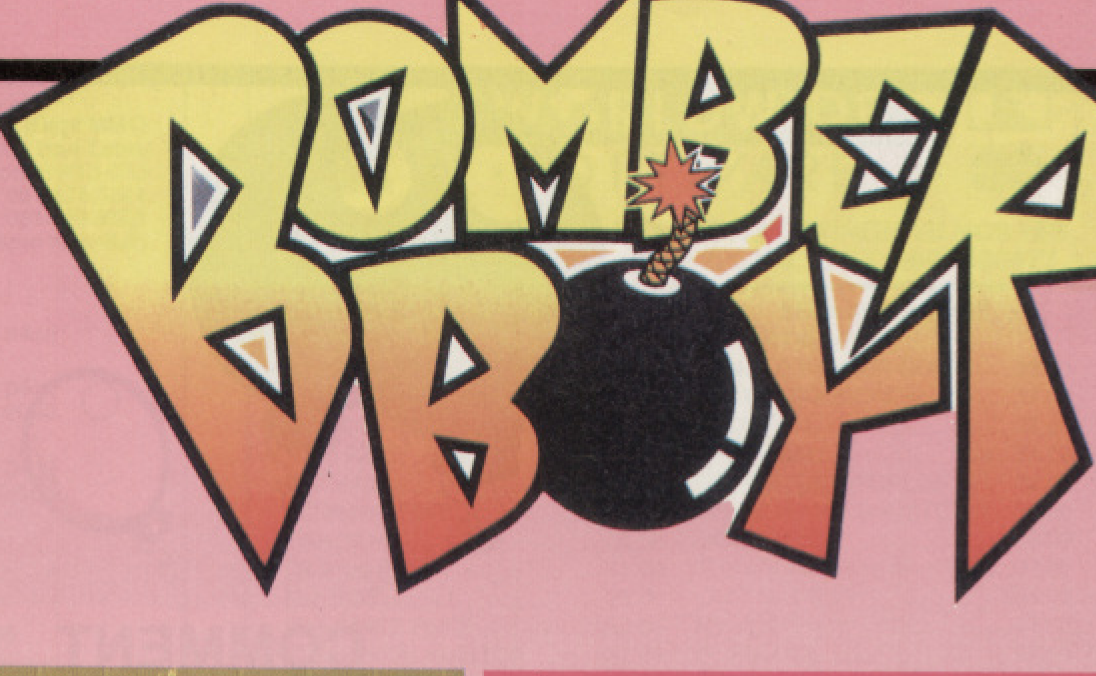
Although the angle's an interesting one, I can't help thinking that this is a mediocre game. It lacks the thrills to keep me coming back, and I can't really recommend it. Super Mario Land is still the best "cute" game around, so buy that instead.

BALLOON TRIP

Another option is the balloon trip. Unlike the more complicated main game, this has no enemies to speak of. Simply guide the laddie through a series of spiked walls (which are fatal if touched), while collecting more balloons.

牛 寺 集

GAMEBOY REVIEW



Bomber Boy's got to clear his world of nasties, and the only way to do it is to blow them all to smithereens! Each maze is infested with monsters, some of which are intelligent enough to evade the Boy's blasts.

The shop provides useful items, such as more powerful bombs or timed ones. Other purchases can only be made when Bomber has collected more money.

So it's boom time for the Boy in this explosive game. Let's hope he's not on a short fuse!

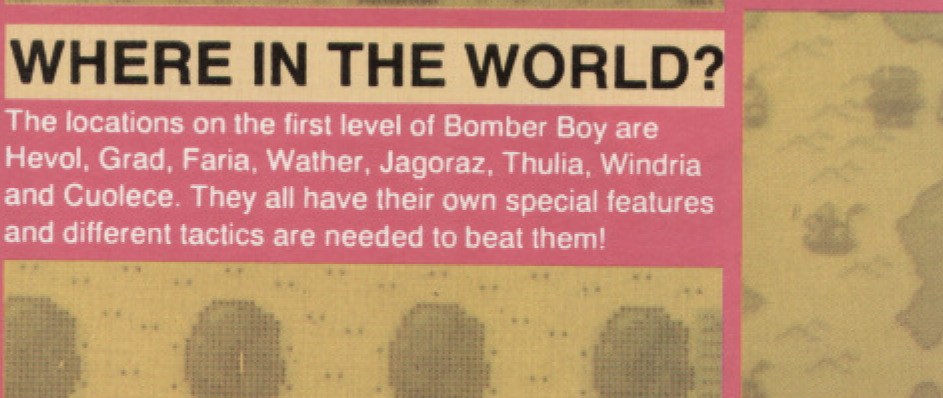
OH GROW UP!

Bomber Boy's previous incarnation was as Bomber Man on the PC Engine. This didn't have the maps of the Gameboy, but featured some groovy tunes and tricky challenges. And guess what? The Bomber Man game is included on this cart!

COMMENT

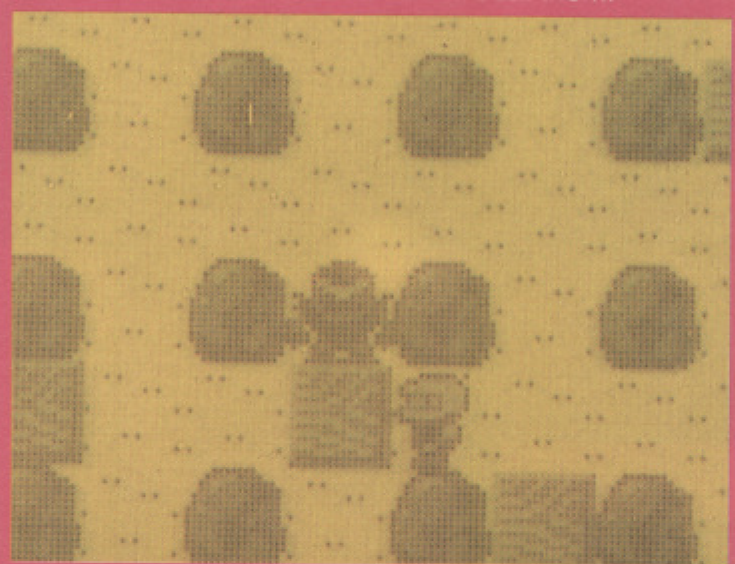
This is quite an outstanding little package. Not only have you got Bomber Boy, an excellent little game in itself, you've also got Bomber Man, a brilliant version of the PC Engine classic! And a special competitive two-player game on top of that!! All the games on this cartridge are very addictive, and offer plenty of long-term appeal. Put it at the top of your shopping list.

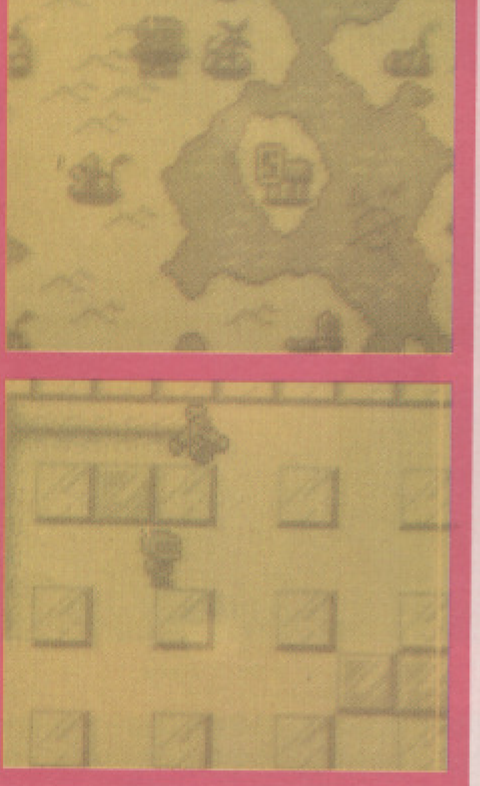
JULIAN



WHERE IN THE WORLD?

The locations on the first level of Bomber Boy are Hevol, Grad, Faria, Wather, Jagoraz, Thulia, Windria and Cuolece. They all have their own special features and different tactics are needed to beat them!





COMMENT



I'm a big fan of the PC Engine version, and this includes a faithful version of that. I'm not so keen on the Bomber Boy game, but it'll be of interest to fans. The password system is a great help, and I'm happy to see that present. An interesting game, but perhaps not one of the best around at the moment.

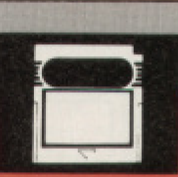
MATT

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RATINGS

PRESENTATION	69%
GRAPHICS	79%
SOUND	66%
PLAYABILITY	82%
LASTABILITY	76%
OVERALL	81%

1 PLAYERS





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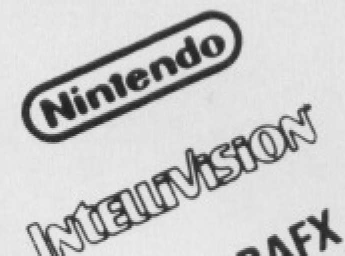
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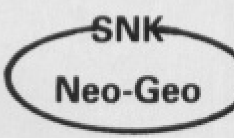
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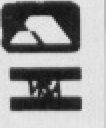
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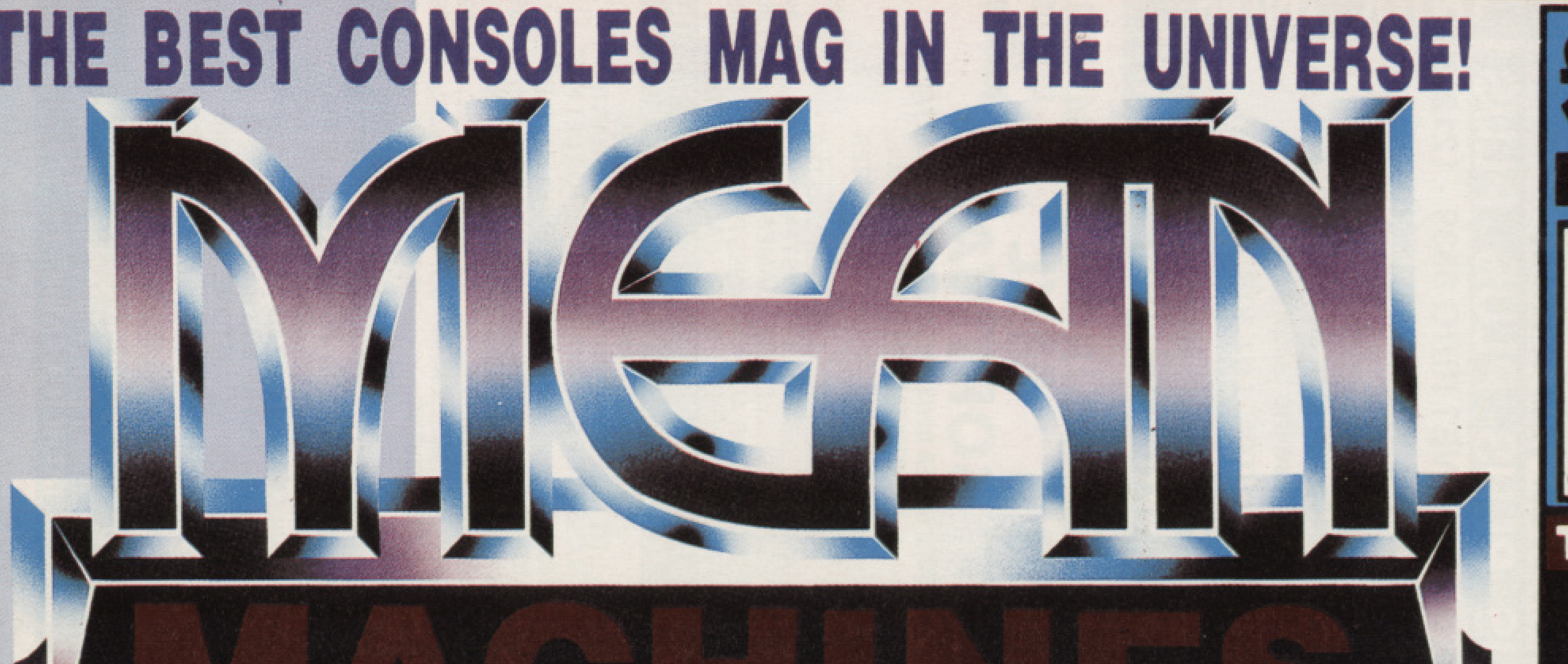
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GAMEBOY REVIEW

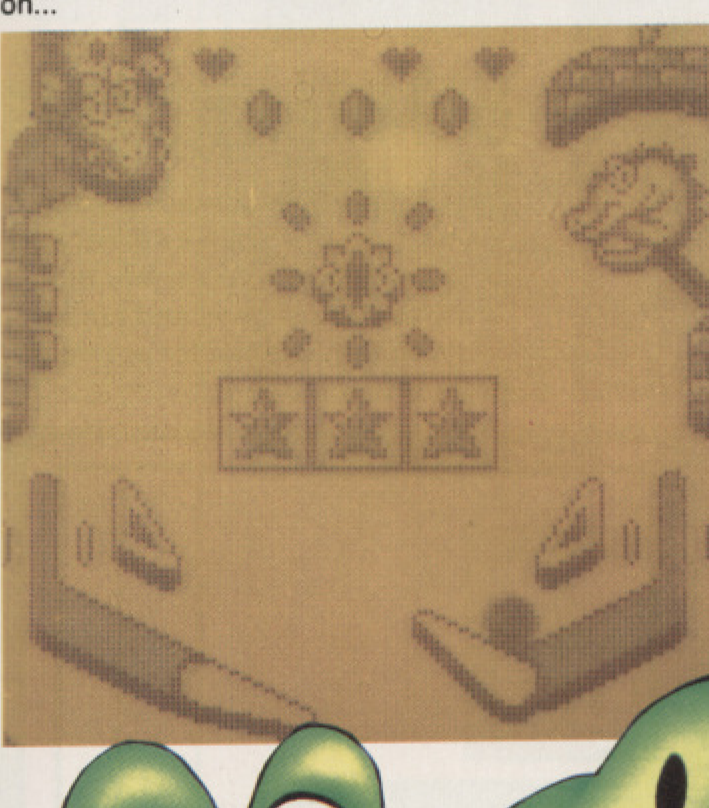


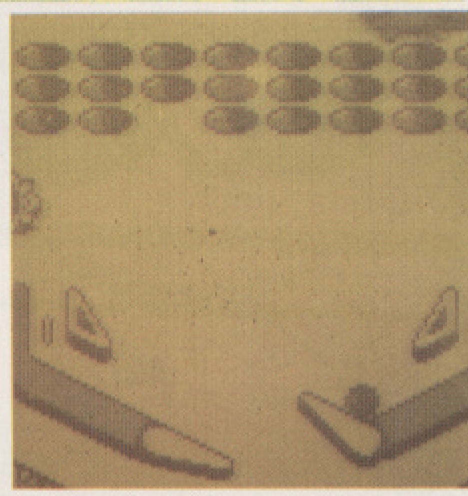
65匹のワニ行進
REVENGE OF THE 'GATOR
PINBALL

This is a pinball game with a difference! An elongated (pun intended!) table, with secret bonus areas and plenty of point-making bumpers, is the setting of this game. An alligator theme runs through the table, including baby 'gators that appear on later stages.

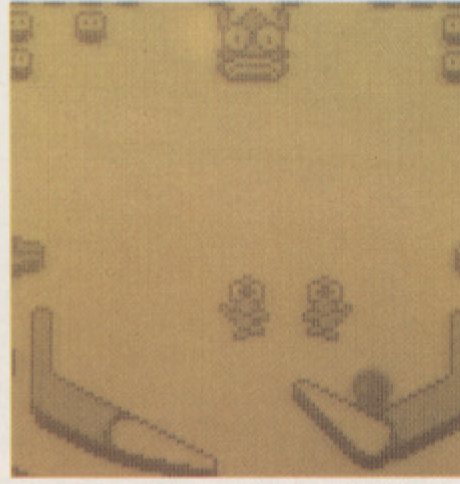
Control is via the joypad and A button, which work the flippers. On each part of the screen, certain elements cause blocking 'gators to appear and save your balls from certain doom.

A snappy number this, or is it just a croc? Read on...





▲ *The first of three fabby bonus stages.*



▲ *Hit these squares in order to reveal doors to hidden areas!*



SUPER STARS

Once stars are made in all five lanes on the top screen, alligator heads appear to block all three drains. This means the ball can't escape, so it's a good time to rack up the points. Be warned, though; the heads are only there for a limited time if you don't get all five stars up again!



COMMENT

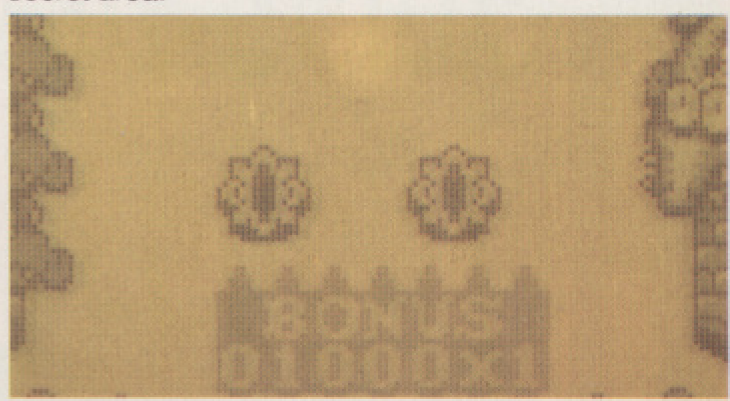


MATT

This is a brilliant and very addictive game! I fell in love with it as soon as I played it, and you will too. If you've got a Gameboy, don't miss this - it's great entertainment!

HEADING THE BALL

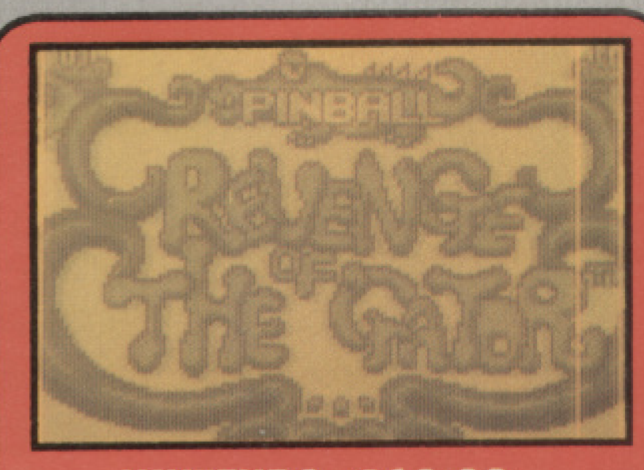
At the very bottom screen lie three alligator heads. They open and close their mouths at random, and have their own effects on the ball. The left one transports the ball to the screen above, the right sends it to the firing area, and the middle one sends it to a secret area!



COMMENT

JULIAN

Revenge of the Gator is a brilliant pinball game - so brilliant, in fact, that I found myself tilting the Gameboy around to try and influence the movement of the ball! It's very addictive, and finding all the secret bonuses takes some doing. If you're after and original and unusual Gameboy game which will keep you occupied for weeks, this is well worth taking a look at.

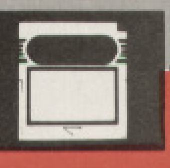


NINTENDO £19.99

RATINGS

PRESENTATION	91%
GRAPHICS	89%
SOUND	82%
PLAYABILITY	93%
LASTABILITY	85%
OVERALL	91%



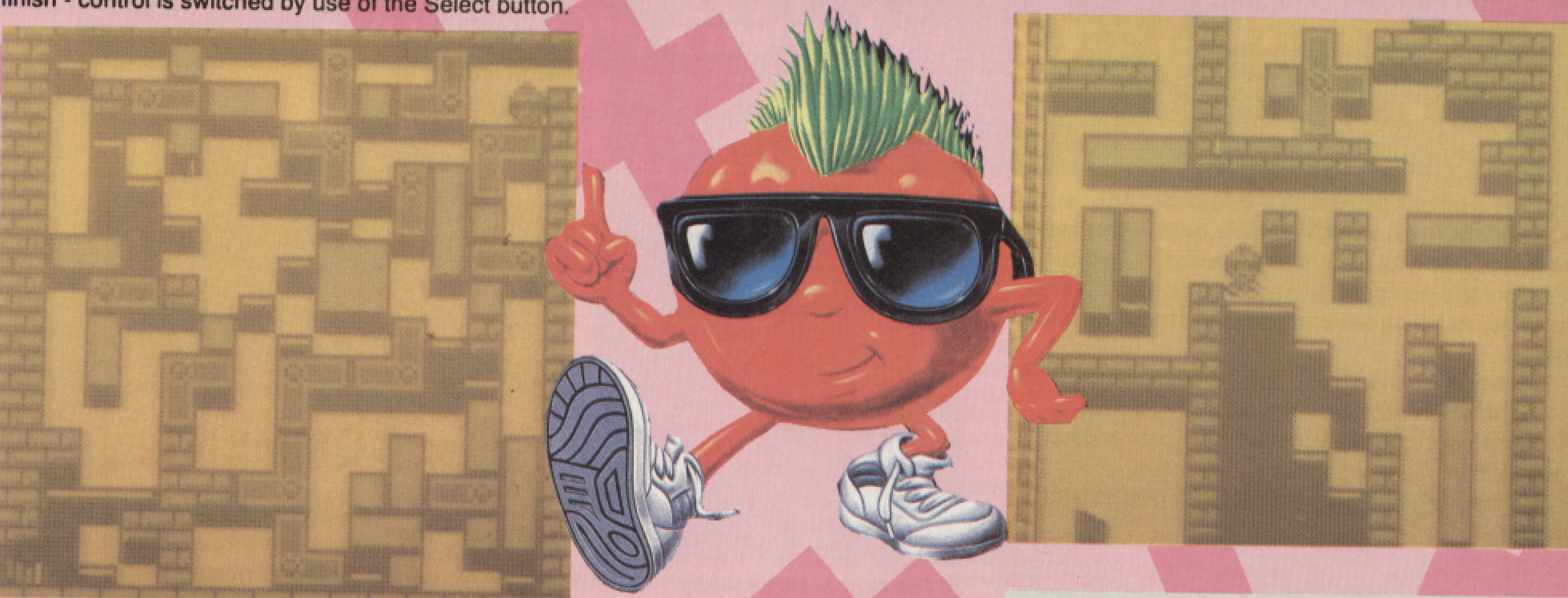




REVIEW

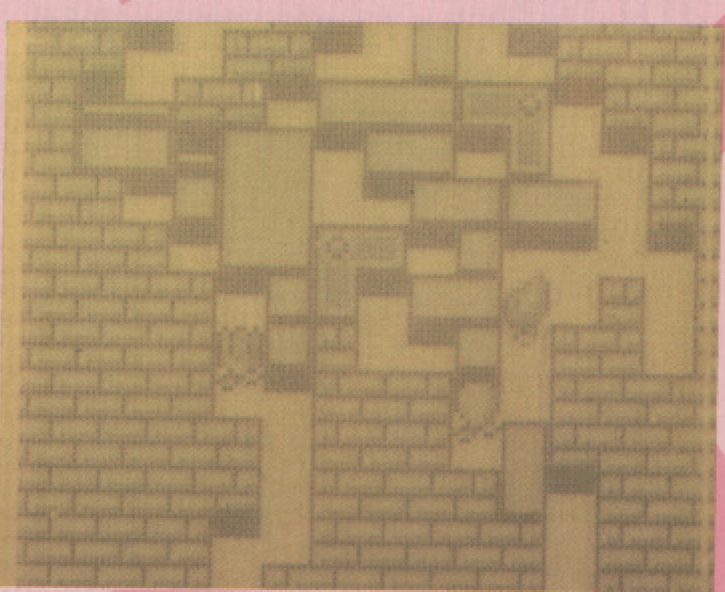


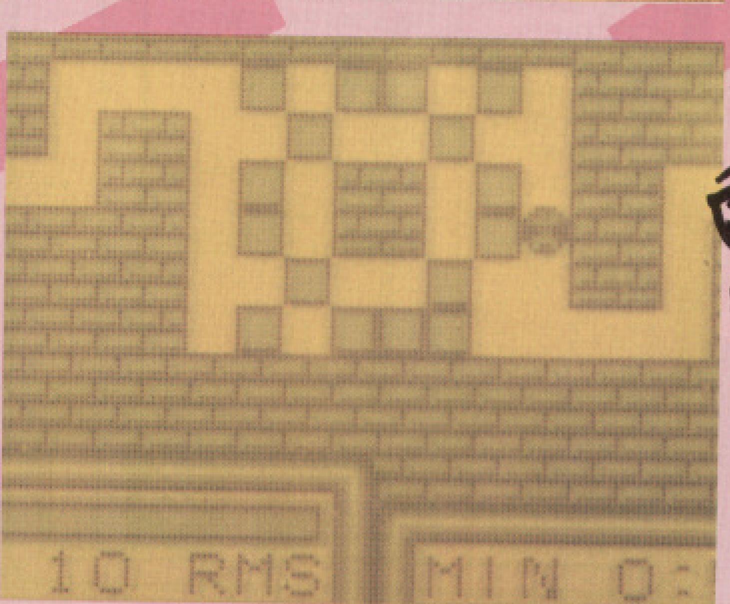
Getting home is always a hassle, but for Kwirk it's a major problem! Barring his way are dozens of puzzles that he completes to get to the stairs (in the first section). Sometimes he has help from his equally strange friend, as many puzzles need teamwork to finish - control is switched by use of the Select button.



HEAD BUSTIN' GAMES

Apart from Tetris, there aren't any other official puzzle games released in Britain. However, Pipe Dream, Plotting, and A Boy And His Blob are available in other countries, and from importers over here.





Kwirk's a tomato hell-bent on rescuing his girlie, and can choose either individual levels or a series against the clock.

COMMENT

JULIAN

Kwirk is another one of those simple, but very addictive puzzle games that suit the Gameboy very well. There are loads and loads ofdifferent screens, so it doesn't become boring quickly, and it gets incredibly hard later on and really taxes your brain. Highly recommended to puzzle fans.

COMMENT



MATT

This is an above-average puzzle game, but once you've solved each level there's no interest left. Still, it's cleverly designed and fun to play. Recommended for puzzle fans.

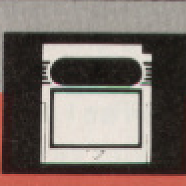


NINTENDO £19.99

RATINGS

PRESENTATION	81%
GRAPHICS	75%
SOUND	73%
PLAYABILITY	88%
LASTABILITY	72%
OVERALL	85%











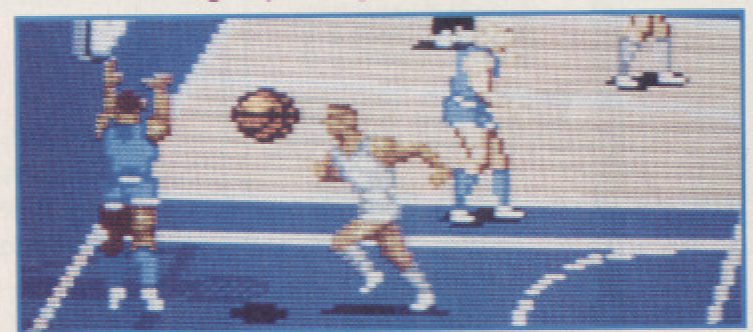
REVIEW

Basketball is a sport that everyone's played at school and enjoyed - unless they happen to be a midget! Slam dunks, steals, and zone defence are words not often heard in British sport, but in the States and other countries the game is a national institution.

One or two players compete in either an Exhibition (a one-off game) or a tournament season. There are eight teams to choose from in Exhibition mode, with the selection spanning the States from Seattle to Boston.

When the team screen appears it's time to choose who plays where. The Left Forward may have all the throwing power of an English cricketer, whereas one of the defenders might be a star shooter - so switch them around! Zone or Man-to-Man defence are selectable, depending on whether the team concentrates on attack or not. Shots from outside the area score three points, those inside get only two.

Stealing the ball happens when the C button is pressed, providing the player under control is able, and near enough to the opponent. Button A makes the player jump, either to shoot or to block a shot. Time Outs can only be called when the ball is dead, so wait until a travelling or pushing offence occurs.



▲ The tip-off at the start of the game.

▲ Detroit steams down the court!

COMMENT

The graphics vary tremendously, from the excellent shot sequences to the poor, blobby crowd around the court. The players move realistically, and being able to switch their positions can have a major effect - and adds another dimension to the game. On the down side, the matches can seem to go on too long, and so monotony tends to set in, especially if the teams aren't evenly matched. It's also much better when played against a human opponent - a common fault in sport games. So if you're a fan of the game, this is a good buy, but whether it's worth the price otherwise is debatable.

MATT

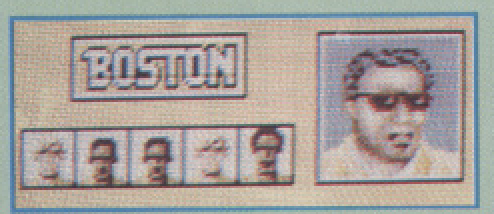
SUPER REAL BASKET[BALL]

TEAM SPIRIT

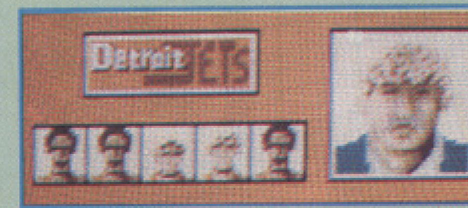
Each team in the League has its own strengths and weaknesses, and success depends on knowing hwo to use these to the best advantage. Just to help you out, here's some info on some of the teams:



▲ LA Hoops. They simply send the ball up court for the forwards to shoot.

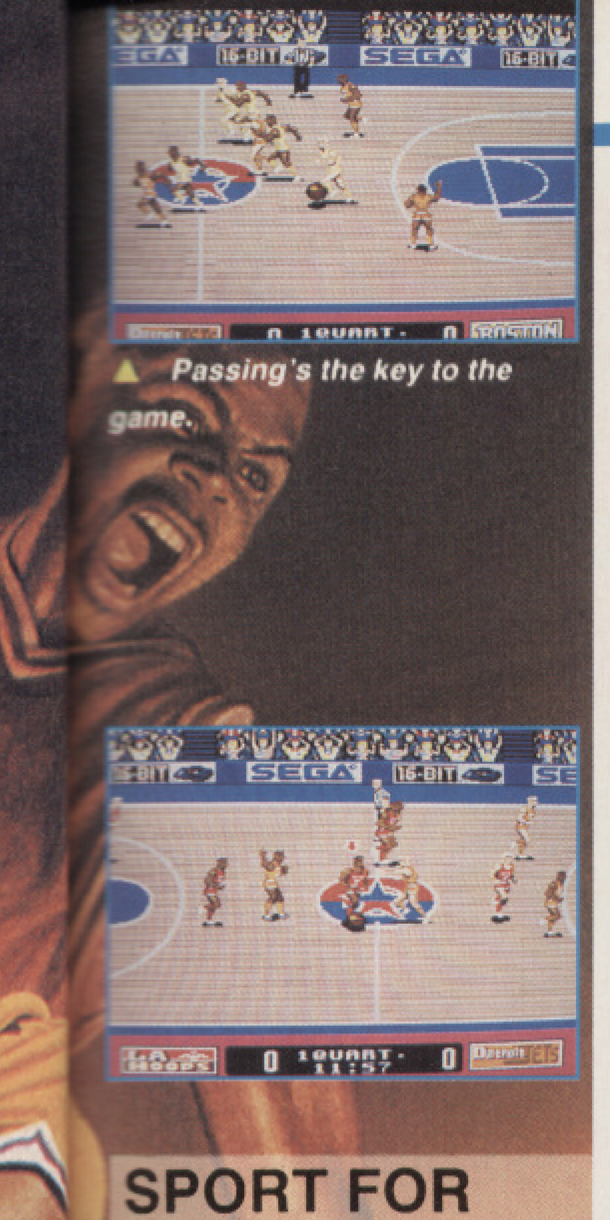


▲ Boston Bashers. An excellent defensive team, but rather poor runners. Keep passing!



▲ Detroit Jets. These guys hav[e] a tendency to just smash throug[h] their opponents, so watch out for fouls!




Passing's the key to the game.



SPORT FOR ALL

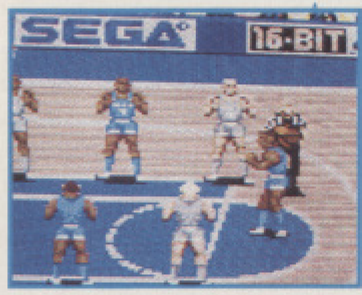
The two-player option provides the chance for a friend to join in the action, and greatly increases the enjoyment of the game. Outfoxing the opponent requires skill and sneakiness - learn when to switch between zone and man-to-man defence, and how to move the players around for maximum benefit. Otherwise it's simply a case of stealing the ball as often as possible and getting the ball up the court quickly - and catching the opposition off guard!

BALL



COURT IN THE ACT

Once in shooting range, two presses of button B makes the ball fly towards the basket. However, if the player is outside the area, the scene switches to an animated sequence showing the attempt. Other special scenes include a slam dunk and penalties. If a defender is positioned well, he'll get the chance to block the shot, and the ball will fly off in a random direction, giving the opportunity for a steal. Some players stand no chance of scoring from outside the area, whereas those with a high rating will plop it in every time - so experiment!



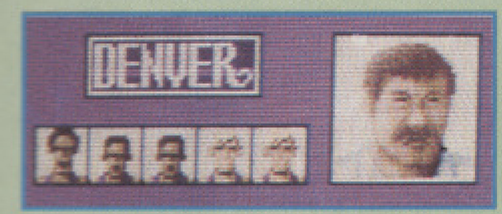
A penalty shot.


It's in the basket!

COMMENT

JULIAN

There's no doubting that this is an excellent game of computer basketball. The graphics are very good, with nice animation on the players, realistic ball movement and very impressive animated scoring screens. The computer opponent is fairly challenging, but for maximum enjoyment you really need to play against a human player. Basketball fans are bound to thoroughly enjoy the action - although I don't think the game has that secret ingredient which would make it totally appealing to a broader range of gamesplayers.

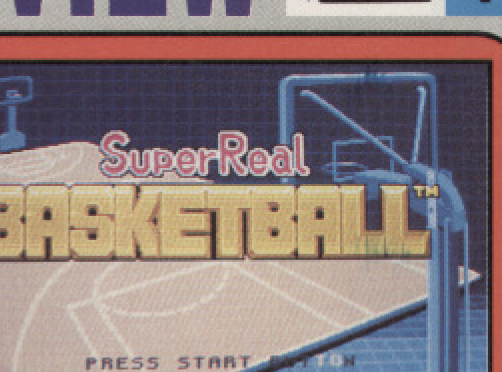


Denver Jammers. The pass kings, they have a habit of passing rings around their foes.




New York Busters. Noo Yawk are the best stealers in the league, so hang on to the ball or they'll have it in a flash!





BY: SEGA
PRICE: £29.99
RELEASE DATE: OUT NOW
GAME DIFFICULTY: EASY
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 1
RESPONSIVENESS: BRILL






PRESENTATION 84%
Colourful and clear option screens set the interest level very high.

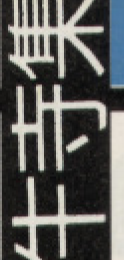
GRAPHICS 88%
The players are great, and the special shots are a joy to watch. The crowd is a little bland though.

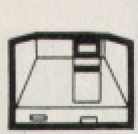
SOUND 74%
The ball whooshes into the basket, the cheerleaders chant to the music, and the players dribble!

PLAYABILITY 81%
Brilliant in two-player mode, the game lacks thrills when attempting it solo.

LASTABILITY 76%
This is a great game to have around, as sports sims rarely outlive their welcome.

OVERALL 79%
Super Real Basketball gives solid entertainment to two players, but on your own it's a little wearing!





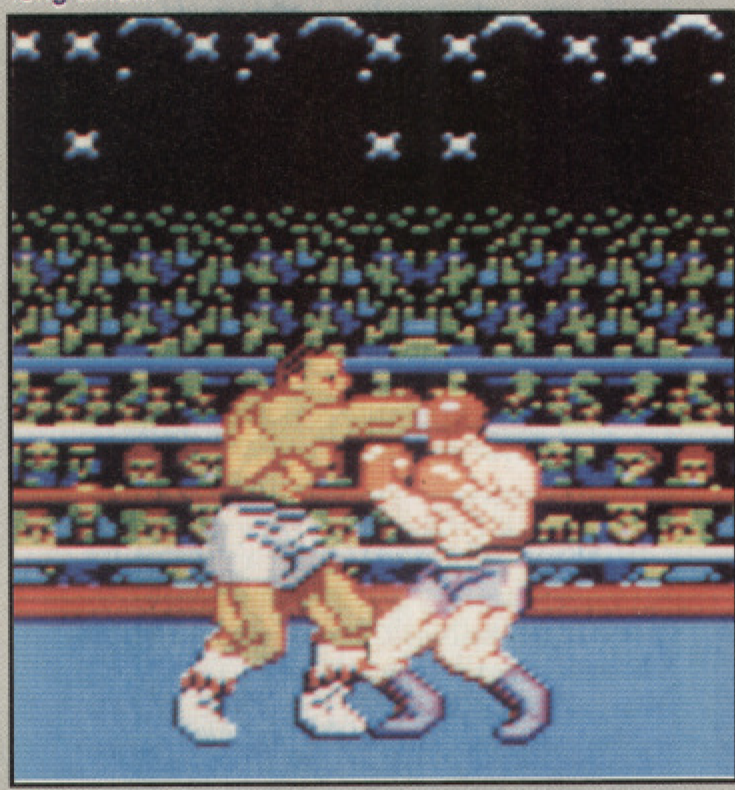
HEAVYWEI CHAMPION BOXI

The thrill of the ring, the feel of the canvas under the feet, and massive punch in the face - it's all found in the latest sports sim released by Sega. Starring James "Buster" Douglas, the former World Champion, this is a one or two-player game with the aim being to knock seven bells out of the opponent.

In one-player mode, Buster fights five boxers, each successively tougher. The pugilists have four statistics: Power, which determines the strength of punch; Recovery, which shows the speed of damage reduction between rounds; Footwork, the quickness of the boxer's movement, and Super Punch, the number of mega-blows available.

The buttons control the left and right punches, and the joypad adds further options - for example, pushing down-right while punching makes a head blow. Holding down both buttons builds up a Super Punch, which can smash the opponent right across the ring (unless he's sensible enough to get out of the way!).

Victory comes through a knockout, a technical knockout, or a Judge's Decision, in other words on points. So put on the gloves, step through the ropes and put in the mouth guard - fifteen rounds can be a long time...

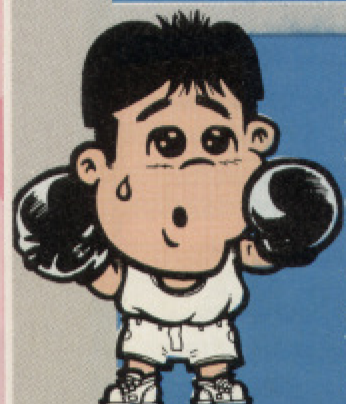


▲ *Douglas makes friends with Santana!*



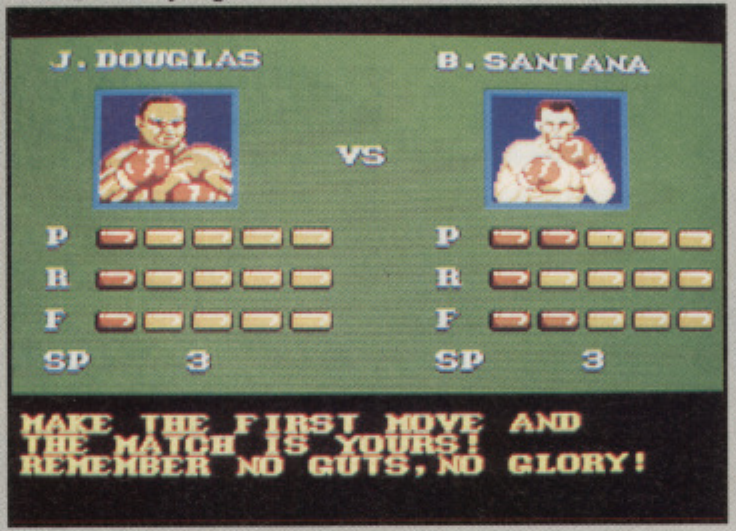
▲ *The Super Punch in operation, and Buster goes flying!*

COMMENT



MATT

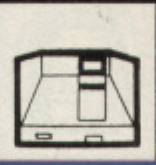
I've really enjoyed playing this, especially when I wiped the floor with Gary Harrod! It's easy to get to grips with, and the moves are comprehensive and animated to a high standard. Despite these recommendations, I can't honestly say this provides value for money. There are only five opponents to beat, and the distinct lack of options seriously damages the game's long-term prospects. The two-player option is great, but as the only choice is Douglas versus Santana, it's not a great one - Santana will kick ass nine times out of ten. Borrow or rent this, but don't buy it.



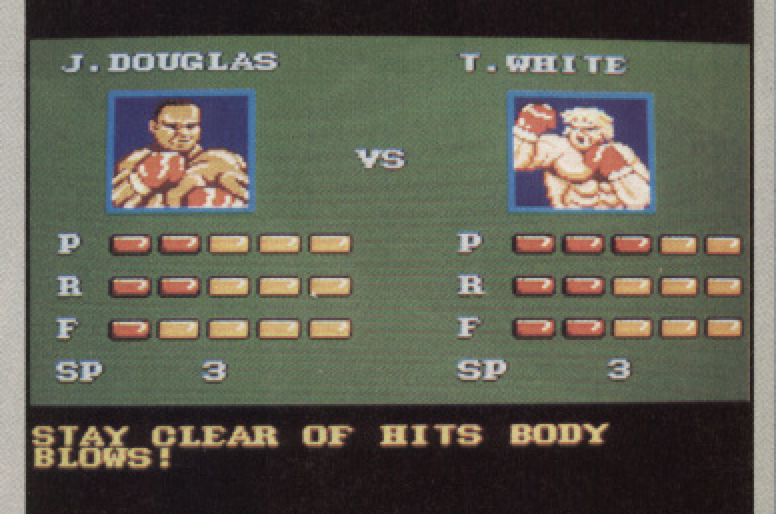
▲ *The stats are displayed before the fight.*

INTERNATIONAL FIGHT YOUNG THINGS

Boxing is a truly international sport, especially popular in Latin America and Africa. The United States continues to dominate the field, producing champions like Rocky Marciano, Muhammed Ali, and Mike Tyson. Britain has never achieved huge successes, with its boxers usually more famous for who they got beaten by than who they've defeated. Still, we've a better track record than the French.



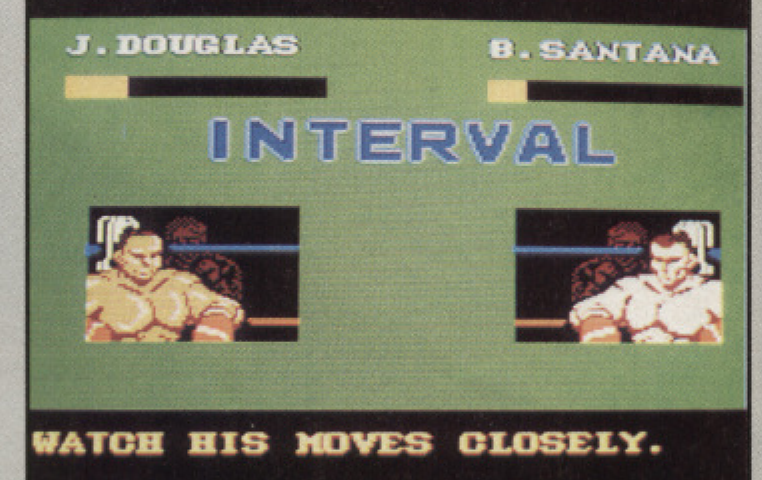
EIGHT
NSHIP
NG



T White's speciality is the body blow - but he can't take them himself.



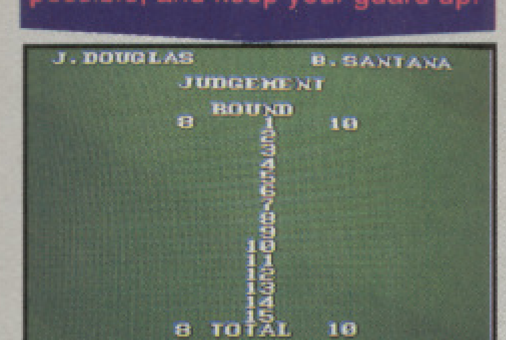
Buster decides to admire the canvas - with his eyes closed!



Use the interval to recuperate from the hammering you've just received!

POINTS MAKE PRIZES!

Each round is scored at the end, with the boxers getting up to 10 points each. This is judged by the number and severity of blows landed, and a running total is displayed. This is often crucial, because if there's no deciding knockout the match is won by Judge's Decision. So make sure you land as many blows as possible, and keep your guard up!



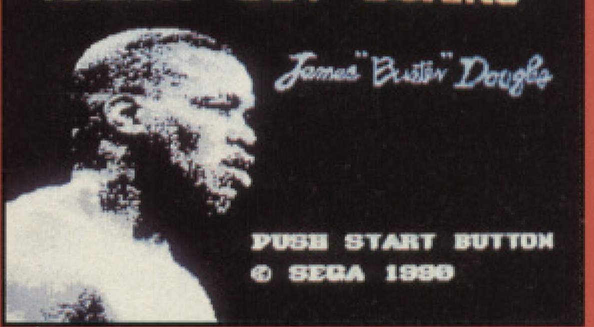


Let's have a close look at those shorts!

COMMENT

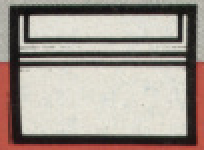
This is almost a very good game. The graphics are excellent, with brilliantly drawn and animated boxers, and the action is fast and furious. But unfortunately there are only five different boxers to challenge you, and it doesn't take very long to beat them all. With two players it's a similar story, this time the fun is marred because you always fight with the same boxers, and one has an advantage over the other. As a consequence, Heavyweight Championship Boxing is great fun for an hour or two, but it doesn't take long before the game becomes predictable and dull. And that's not what you'd expect for a game that costs £35.00!

JULIAN



BY: SEGA
PRICE: £34.99
RELEASE DATE: MAY
GAME DIFFICULTY: EASY
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: TWO
RESPONSIVENESS: QUICK







PRESENTATION 74%
Digitised pictures or Buster" Douglas help to provide the sorely-needed atmosphere.

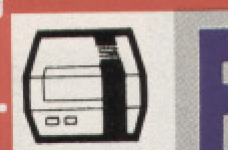
GRAPHICS 85%
Excellent animation, with the pugilists reacting and fighting in a realistic fashion.

SOUND 59%
The sounds are pretty basic, with no music and a few spot effects.

PLAYABILITY 73%
Easy to get into and fun two-player mode...

LASTABILITY 29%
...but with next to no options and only five boxers, this doesn't hold your interest for any length of time.

OVERALL 46%
A potentially brilliant boxing game ruined by the lack of long-term appeal and challenge.





Rad Gravity is a mean dude with a highly interesting kind of hobby. Just like your average train spotter, Rad Gravity collects numbers. But these are very special numbers because they are in fact, highly complex co-ordinates that enable him to beam down to alien planets.

Why he actually does this is something of a mystery, because when he actually beams down to the planet he isn't really interested in conversing with the inhabitants or enjoying the scenery. No, he gets far more excitement from trying to find more co-ordinates for other planets. Understandably, the planets' inhabitants value their privacy and find a visit from Rad about as enjoyable as getting the runs in a spacesuit. That means they're going to do everything in their power to kill him!

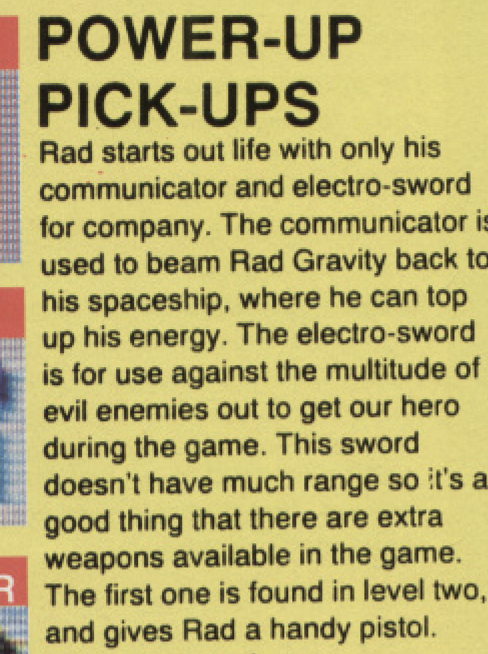
The player adopts the mantle of Mr Gravity at the beginning of his co-ordinate locating quest. The object is to simply beam down to the nearest planet and negotiate the platform landscape until the main computer complex is located. When their security has been breached, Rad can get the numeric goodies and return to his ship where the next, more dangerous mission lies in wait...



▲ *Getting the code for the next planet.*

YOU MUST BE A TECHNICIAN STEP INTO THE TELEPORTER

▲ *Rad uses the teleporter*



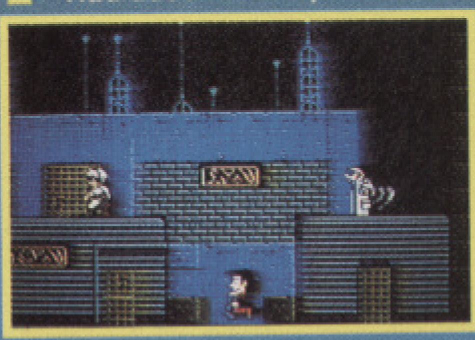
SWORD

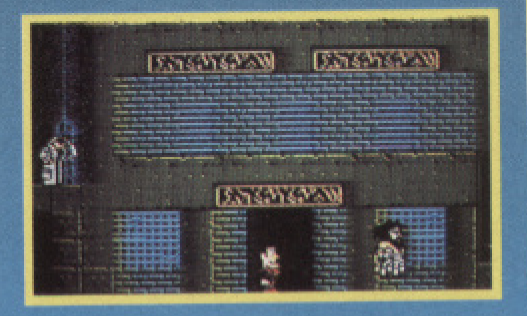
COMMS

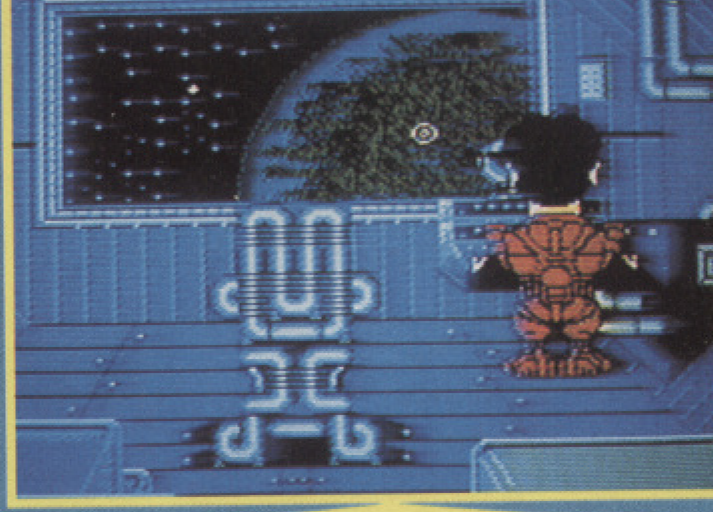
BLASTER

POWER-UP PICK-UPS

Rad starts out life with only his communicator and electro-sword for company. The communicator is used to beam Rad Gravity back to his spaceship, where he can top up his energy. The electro-sword is for use against the multitude of evil enemies out to get our hero during the game. This sword doesn't have much range so it's a good thing that there are extra weapons available in the game. The first one is found in level two, and gives Rad a handy pistol. Later levels endow our planet-hopping hero with a new space-suit - essential for planets with literally no atmosphere.

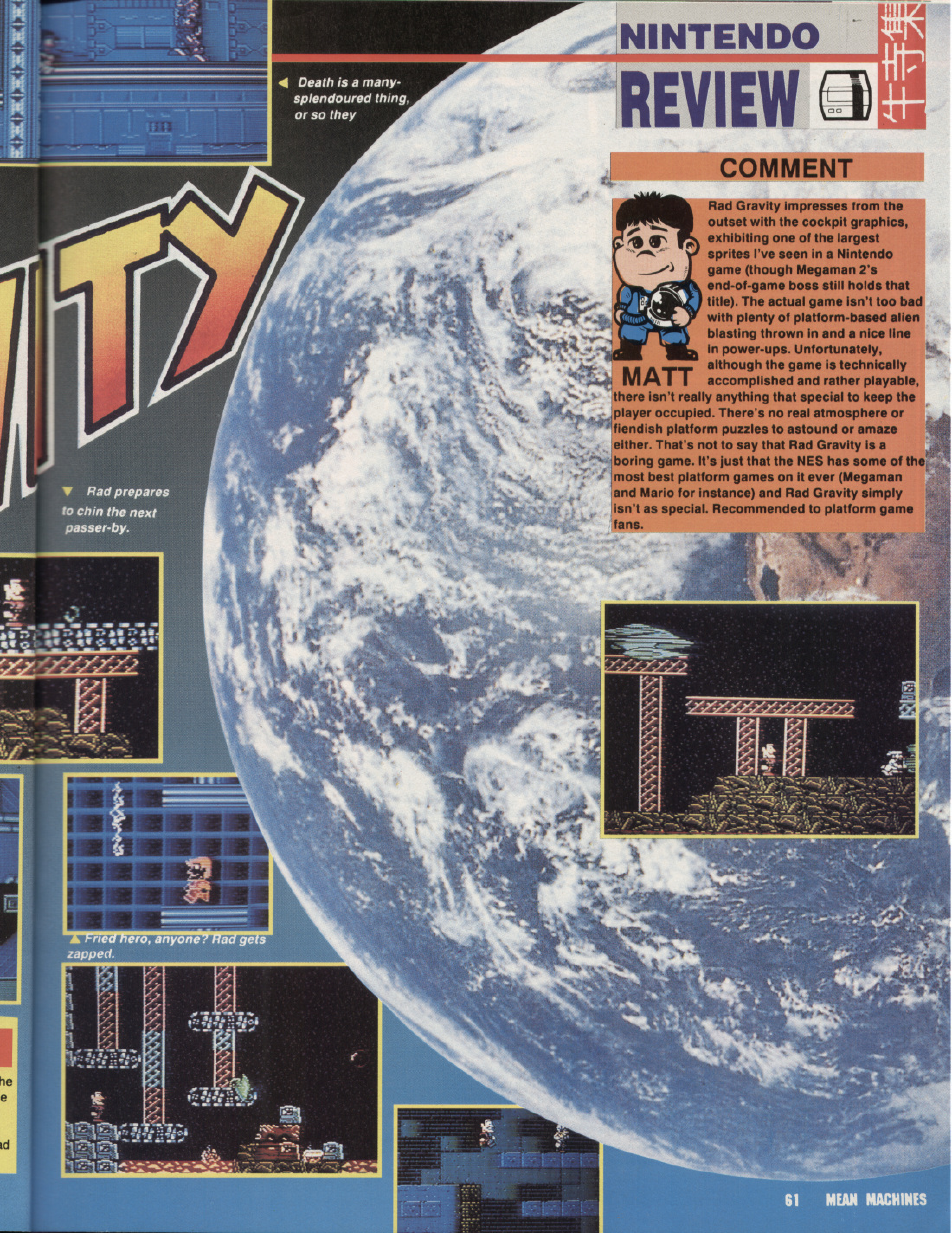






THE FINAL FRONTIER

Rad and his trusty spaceship begin their quest at the planet Cyberia. Volcania and Effluvia are also in the same star system, but poor old Rad only has co-ordinates for Cyberia. There are ten worlds altogether (each with a number of sub-levels) in Rad Gravity including an upside-down planet!



Death is a many-splendoured thing, or so they

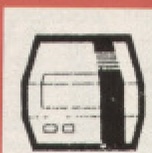
Rad prepares to chin the next passer-by.

Fried hero, anyone? Rad gets zapped.

COMMENT

MATT

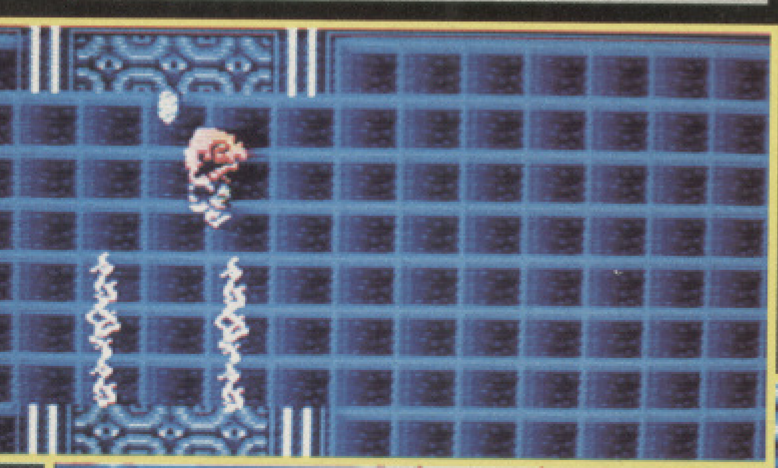
Rad Gravity impresses from the outset with the cockpit graphics, exhibiting one of the largest sprites I've seen in a Nintendo game (though Megaman 2's end-of-game boss still holds that title). The actual game isn't too bad with plenty of platform-based alien blasting thrown in and a nice line in power-ups. Unfortunately, although the game is technically accomplished and rather playable, there isn't really anything that special to keep the player occupied. There's no real atmosphere or fiendish platform puzzles to astound or amaze either. That's not to say that Rad Gravity is a boring game. It's just that the NES has some of the most best platform games on it ever (Megaman and Mario for instance) and Rad Gravity simply isn't as special. Recommended to platform game fans.

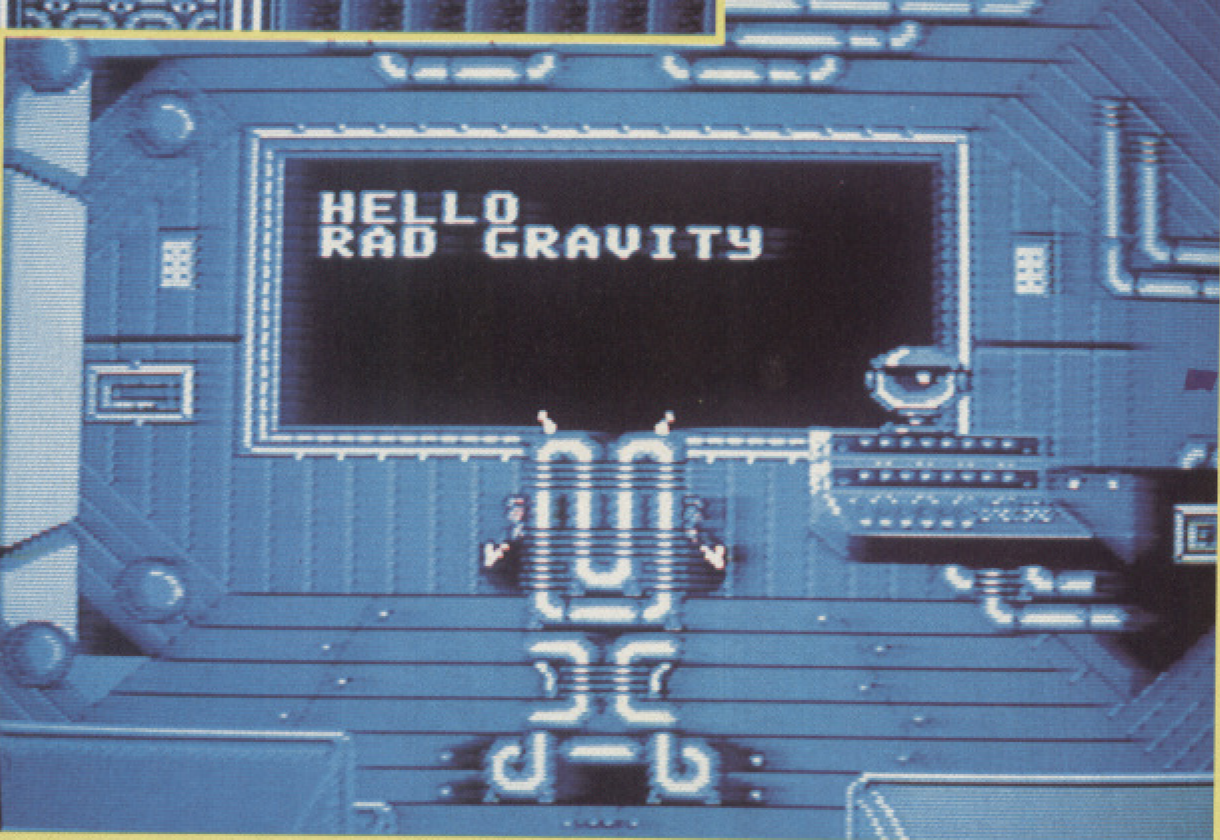




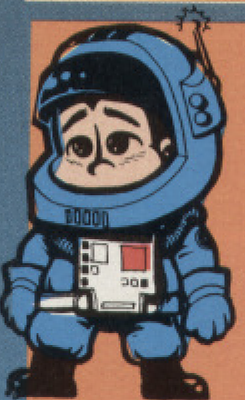
IN THE COCKPIT

Welcome to the cockpit of Rad Gravity's planet-hopping space craft! The main display shows Rad just where he is in time or space and with the use of the eye-piece to the right, he can take a look at the whole planet cluster. The main viewer also offers Rad occasional advice and help where needed.





COMMENT



JULIAN

Rad Gravity is yet another very good Nintendo platform game. There's certainly plenty of action, and the sprites are really good - Rad looks the part with his whopper chin and his manful swagger as he strides into action, and some of the baddies are beautifully animated. It's a shame the backdrops aren't also up to the same high standards - they're rather plain and dull - but I suppose you can't have everything. The gameplay is quite tough, and the emphasis is squarely on blasting action, so this should therefore appeal to platform addicts who don't like puzzles getting in the way of their shooting and jumping.



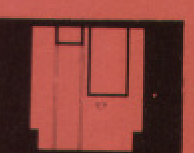
BEAM ME UP, SCOTTY

During the game, Rad fights it out with a whole host of alien baddies on each world. Cyberia is infested by half man, half machine baddies with whirlwind razor blades. Also included in the henchmen line-up are massive robots. Once inside the complex more robots await, though these are infinitely more deadly! Later levels include all the old nasties, but a few more are added each time - making the game even tougher!



BY: NINTENDO
PRICE: £29.99
RELEASE DATE: APRIL
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: RAD







PRESENTATION 90%

A great cockpit intro screen, though the title screen is a little spartan.

GRAPHICS 83%

The variety in the sprites are a feast to the eyes, although the backdrops aren't so accomplished.

SOUND 82%

Aural effects that more than suit the action.

PLAYABILITY 83%

Rad is great to control, though the game is initially quite frustrating.

LASTABILITY 81%

Loads to explore and conquer make this cart one to get out again and again.

OVERALL 82%

An enjoyable and challenging game that will keep fans of action-oriented platform fans happy for quite a few weeks.

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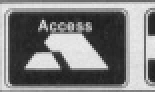
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MEGADRIVE

1	▲	GOLDEN AXE
2	▲	REVENGE SHINOBI
3	NE	ARNOLD'S GOLF
4	▼	JM'S FOOTBALL
5	▼	SUPER MONACO GP
6	NE	MICKEY MOUSE
7	▼	WC ITALIA 90
8	RE	FORG'TN WORLDS
9	◀	POPULOUS
10	NE	BATTLE SQUADRON



Battle Squadron blasts into the top ten.

MEGADRIVE

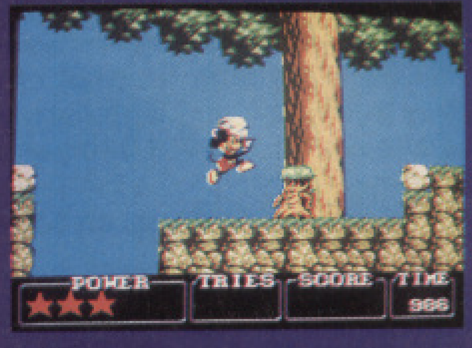
After a brief respite, Golden Axe goes back to the top position, and Shinobi also manages to climb back into the top three. Another surprise is the reappearance of Arnold Palmer's Golf, and Battle Squadron gets its first showing in the Official charts. The most welcome arrival, though, is easily our friend Mickey - surely he's destined for a much higher placing.

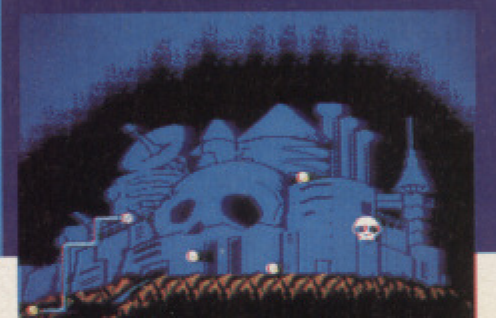


Mickey takes a leaf out of Golden Axe's book and is destined for the top!

PREDICTIONS

SEGA: MUST BE MICKEY



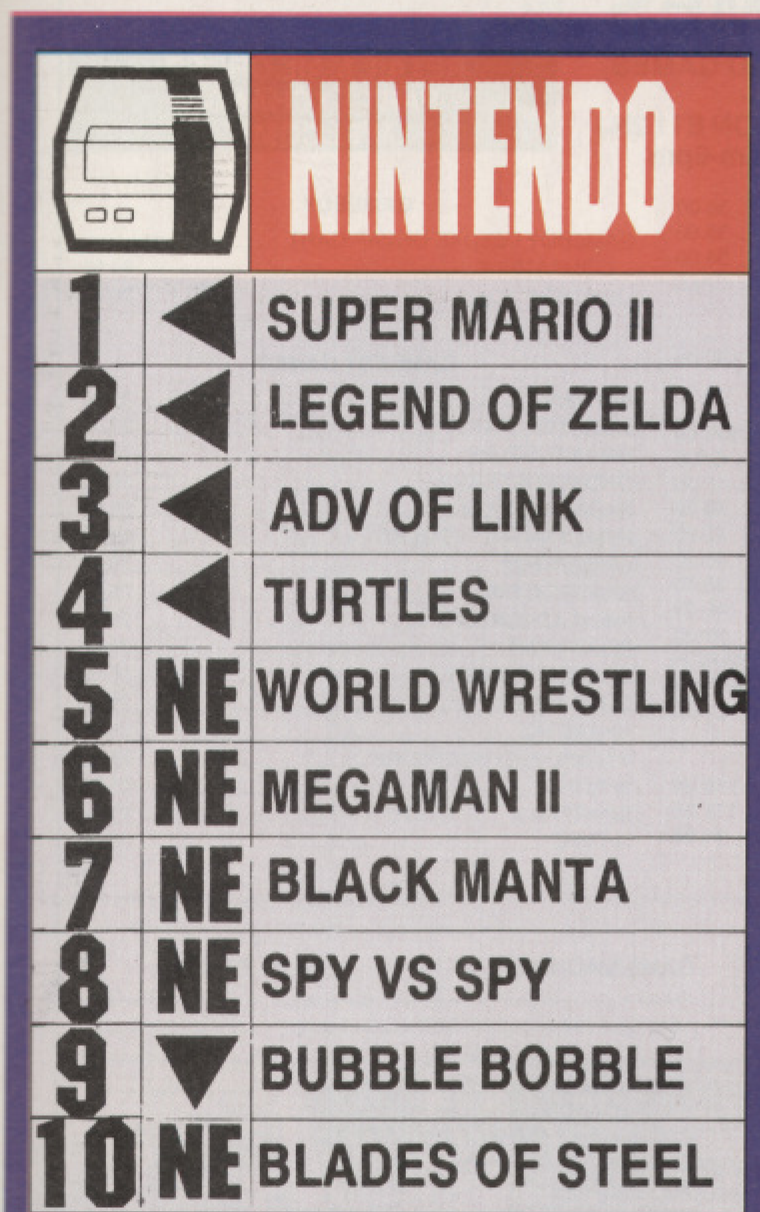


NINTENDO: MEGAMAN II



MEGADRIVE: HOPEFULLY OUR MAIN MOUSE

ALL FORMATS



		NINTENDO
1	◀	SUPER MARIO II
2	◀	LEGEND OF ZELDA
3	◀	ADV OF LINK
4	◀	TURTLES
5	NE	WORLD WRESTLING
6	NE	MEGAMAN II
7	NE	BLACK MANTA
8	NE	SPY VS SPY
9	▼	BUBBLE BOBBLE
10	NE	BLADES OF STEEL

NINTENDO

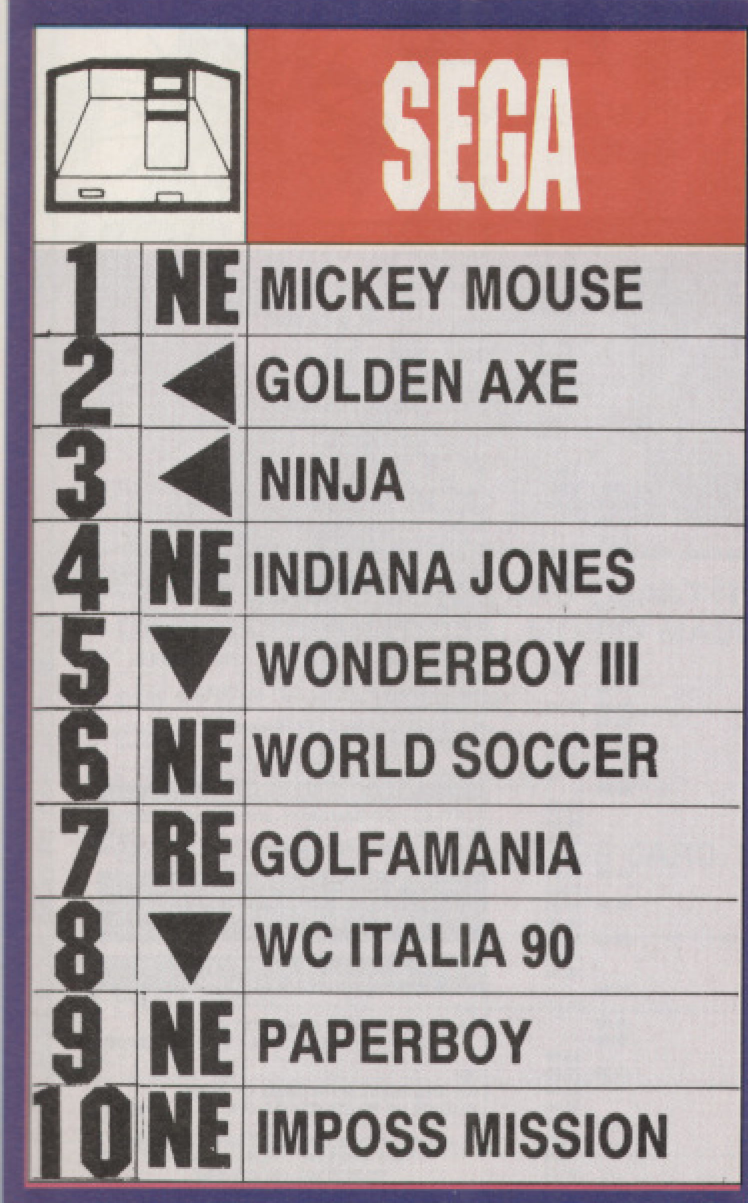
Nothing exciting's happening in the Nintendo chart, plus ca change as our French Euro-brothers say. Mario and Zelda still dominate the listings but Megaman II looks set to knock them off their perch. As for the rest of the chart, Bubble Bobble drops down while Tecmo Wrestling jumps in to the gap. Creaky Kung Fu and Excitebike disappear into the abyss, alas.



▲ *Blades Of Steel skates into the charts, puck at the ready.*



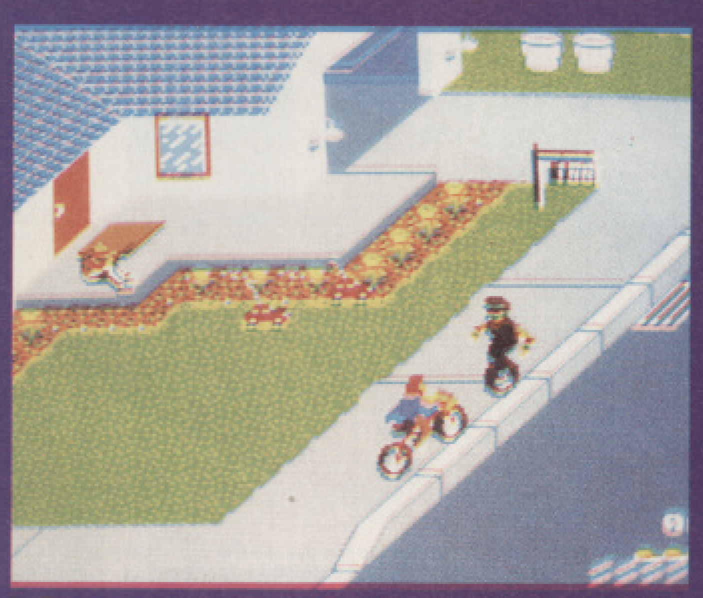
▲ *It's Mega, Man - and no doubt will have climbed further next month!*



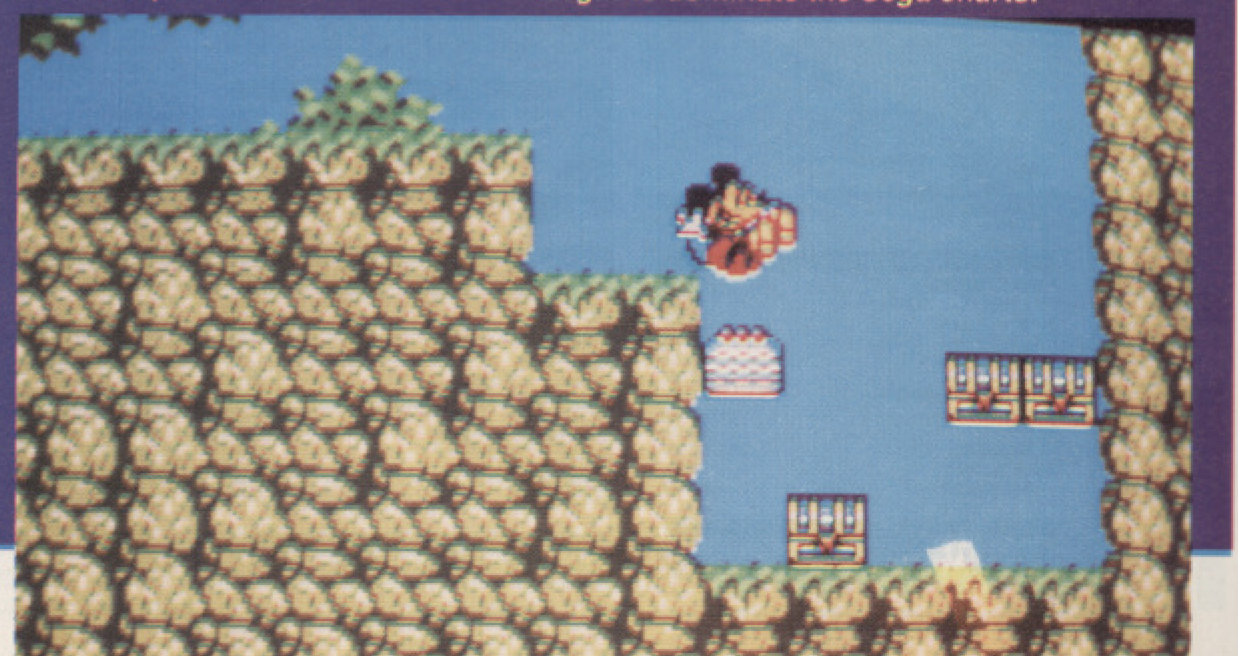
		SEGA
1	NE	MICKEY MOUSE
2	◀	GOLDEN AXE
3	◀	NINJA
4	NE	INDIANA JONES
5	▼	WONDERBOY III
6	NE	WORLD SOCCER
7	RE	GOLFAMANIA
8	▼	WC ITALIA 90
9	NE	PAPERBOY
10	NE	IMPOSS MISSION

MASTER SYSTEM

Mickey's at number one! The best game to appear on the Sega for yonks has immediately shot to the top slot, and Wonderboy III has plummeted to number five. The US Gold titles have made a good showing, with Indiana Jones, Impossible Mission and Paperboy all turning up this month. WC Italia 90 continues its slow and welcome decline, but Moonwalker vanishes from the chart - probably because it's in the latest pack.



▲ *Paperboy delivers the goods as the USG titles begin to dominate the Sega charts.*



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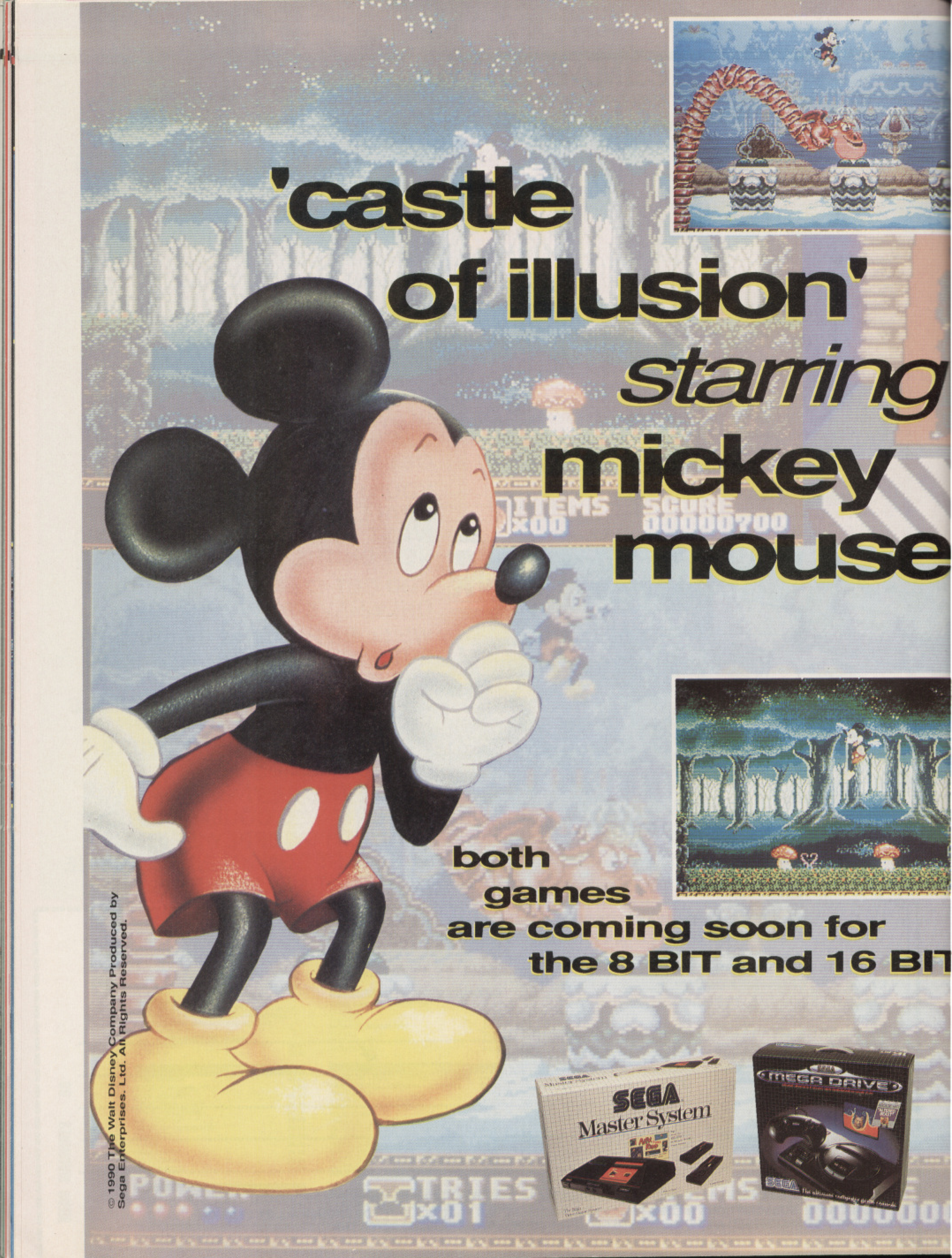
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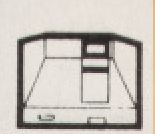
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'castle
of illusion'
starring
mickey
mouse
ITEMS
x00
SCORE
00000700
both
games
are coming soon for
the 8 BIT and 16 BIT
SEGA
Master System
MEGA DRIVE
SEGA
POWER
TRIES
x01
x00
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dick tracy
screen shots shown
are from the sega 16 BIT
DICK TRACY
"DO ME A FAVOUR...
PLUG ME
INTO A
SEGA





SEGA

REVIEW

GOLDEN WARRI

The evil Death Adder has returned (although the instructions assure us he's had his name changed to Blackadder - in which case where's Baldrick?). This time he's twice as mean, twice as nasty and he's got hold of the nine magical crystals that once protected our fair and pleasant land. Now they're being used against the kingdom. The peasants are repressed and Death Adder's minions roam the country.

As a brave hero and champion of the righteous, you decide to take on the hideous might of Death Adder's empire. But unlike this game's predecessor you don't carry out your task by beating up evil minions on a horizontally scrolling playfield. Golden Axe Warrior is a flick screen role-playing game, boasting over 200 screens of non-stop RPG excitement!

ITEMS OF EXCITEMENT

On your quest to collect the jewels and do in Death Adder, you find plenty of items to stick in your backsack. Swords and axes are your best form of attack in this land whilst torches can be used to light up this dark and dank dungeons. Golden apples help restore your energy and there are even balloons to give you a better view of the world. Ships and canoes are also evident and are just the ticket for messing about on the river (or the open seas).

SWORD

AXE

KEY





▲ *The keys open doors elsewhere in the castle.*





MEDIEVAL MARKS AND SPARKS

Some of the buildings in Golden Axe Warrior turn out to be shops! Here our muscle-bound hero can stock up on food (which replenishes his ever-decreasing energy). Also for sale are better weapons and armour. Some buildings are inns and our hero can spend the night here to fully replenish his energy bar. The problem is, everything costs money. Money in Golden Axe Warrior takes the form of horns (who says money isn't an aphrodisiac?).



MONSTER MUTILATION

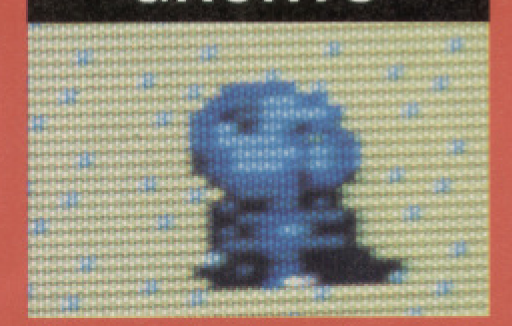
Stray too far from a built-up area and you're more than likely to meet some of Death Adder's cronies. There are over 60 varieties of monsters, ranging from simple slime to dungeon super-bosses - and these take some battering!

DINOSAUR



Tail-swishing dinos reappear from the original Golden Axe.

GRUNTS

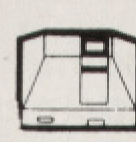
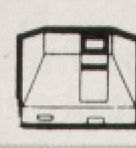


These pig-faced meanies come in both blue and green varieties.

MUTANT FLIES



These are tricky mateys to hit because of their speed.

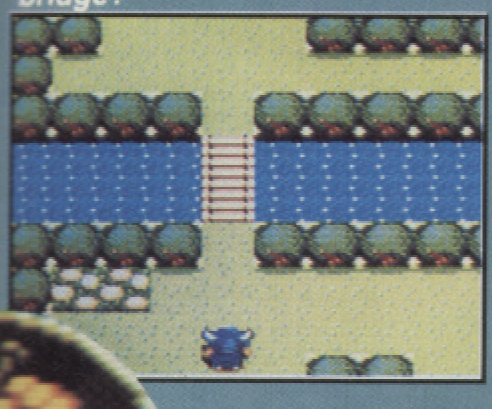


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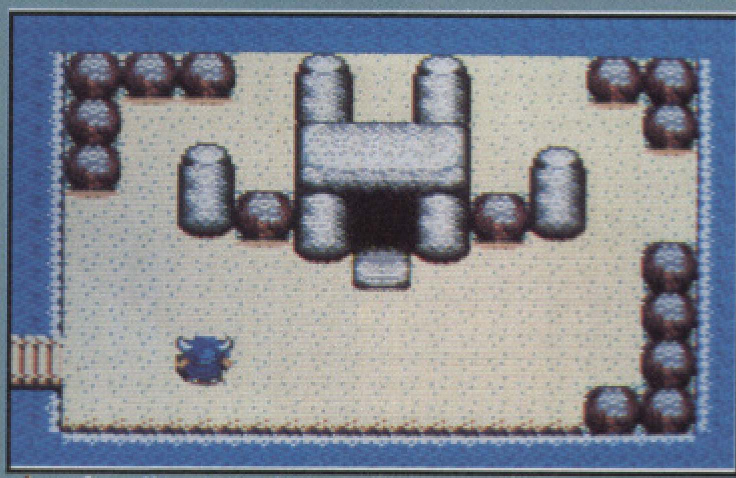
MATT

Urrr! Golden Axe was a brilliant Sega cart, but the idea to turn the concept into a role-playing game is simply a bad idea. I can imagine many people buying this game with the idea that they're getting a sequel to the best beat 'em up on the Sega. They're not. What they are getting is one of the most boring games I've played on the Sega lately. The adventuring aspect is tedious and progress is hampered by the absurd combat section - it's simply too hard and stabbing at a number of malformed sprites isn't my idea of fun by a long chalk. With its mind-numbing sound and tedious gameplay, I find it hard to recommend this to any self-respecting Sega owner.

What horrors lurk across the bridge?





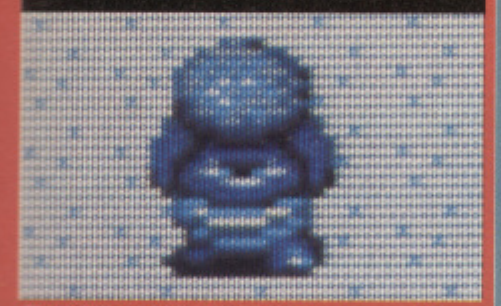


An alien temple stands mysteriously in the middle of an island.

LIKE TO GET TO KNOW YOU WELL

Your strutting warrior-type marches around the landscape and meets a lot of people. Simply by walking into them you can strike up a conversation (just like real life really). Most of the time they just give you very simple information like "Death Adder killed King Firewood!". Some others point the way to more useful contacts...

OGRES



These nasties are tough and hurl boulders at our hero.

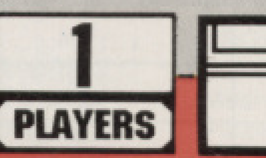
COMMENT

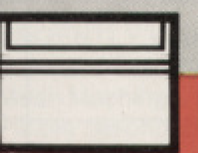
JULIAN

Don't be misled by the "Golden Axe" in the title of this game, because this has got absolutely nothing in common with Golden Axe, the brilliant beat 'em up conversion. Golden Axe Warrior is a tedious role playing game with very little action. It starts out with promise, but unfortunately the rather unexciting gameplay - there are long periods where you have little to do - coupled with the awkward combat sequences make for a game that doesn't take long before it gets very dull. Some role playing fans might find some fun in here, but there are plenty of better games of this type - try Y'S or Lord of the Sword instead. Arcade fans should steer well clear.



BY: SEGA
PRICE: £29.99
RELEASE DATE: MAY
GAME DIFFICULTY: MEDIUM
LIVES: 1
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: FAIR






PRESENTATION 59%
Pretty good - there are plenty of character portraits and a fairly good intro.

GRAPHICS 39%
Apart from the close-ups, the graphics are awful, with blocky sprites and monotonous backdrops.

SOUND 40%
Dreadful, warbling tunes massacre any smidgen of atmosphere remaining.

PLAYABILITY 38%
The adventuring aspect is uninspiring, the gameplay tedious.

LASTABILITY 41%
It's a huge game, but even the most die-hard role playing fans could get bored long before the end.

OVERALL 40%
It's no sequel to Golden Axe - instead Golden Axe Warrior is an uninspiring and uninteresting role playing game.



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REVIEW

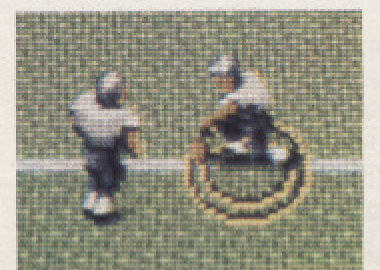
Joe Mon
FOOTB

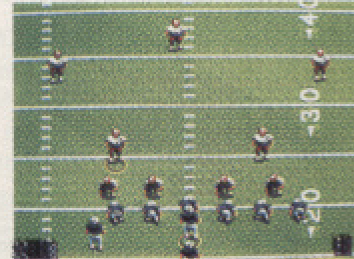
Joe's the best quarterback in the business, and now he's endorsed a console game to show his style of playing. Choose your team and get ready to play!

The length of each quarter can be set with the overall length of game from 10 to 60 minutes. Normal mode is a one-off game, while Sega Bowl tests the player in three tough games for the chance to win through to the championship. The 2:00 Drill is against the clock, with a mere 120 seconds to win the game!

Turning off the penalties stops the chance of pass interference and offsides, as well as preventing a five-yard loss for letting the clock run down. Once into the game, pressing the A button cycles through the various sets (4-3, Sweep, Nickel, etc), and the directional pad selects an individual play. After the snap, the A button calls up the passing display; a view through Joe's helmet!

Receivers can be selected through the buttons, but the quarterback will have a favourite to whom to pass. Running plays require only the joypad to put into operation, and the back can try to throw off tackles and dive to gain extra yards. Watch out for the fumble - if the runner is hit too often he has a tendency to lose the ball!





▲ *Preparing to kick the ball for a field goal attempt.*

COMMENT

MATT

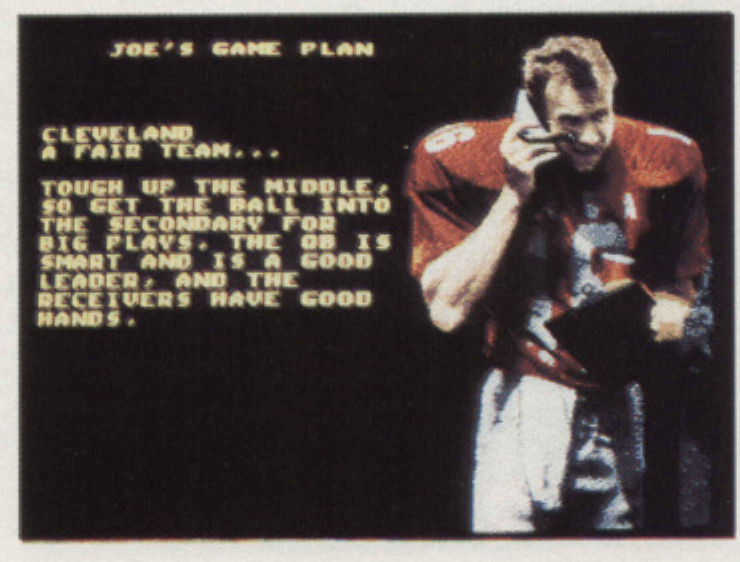
Initially this looks like a poor man's John Madden's Football. However it's really quite different to play - the visor view is a novel approach that works well. Unfortunately, the computer opponent is far too easy to beat, meaning that its one-player potential is severely damaged. Obviously the designers couldn't make it too similar to John Madden's Football, thus limiting the choices in the system. I like the presentation of the game, but nothing compares to Rob Hubbard's tunes! Still, it's a far more accessible game than its rival, so younger Megadrive owners might find it preferable to Madden's.

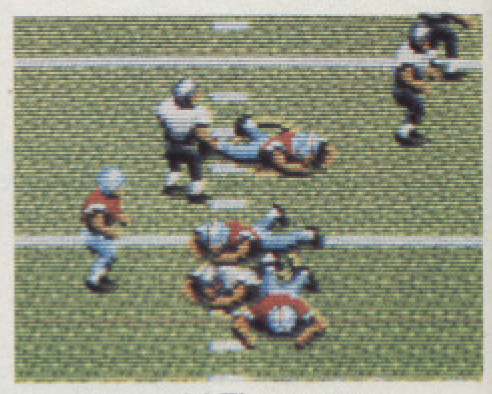
TEAM WORK

There are 16 teams in Joe's league, and the quality varies tremendously. San Francisco is probably the best team, unsurprisingly because it's the team for which Montana plays! They are a superlative passing team, and their running isn't bad either. At the other end of the spectrum, Cleveland tend to be unable to get their quarterback out of trouble - sacking him's a piece of cake!

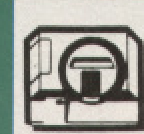


▲ *With the play on the goal line, the pressure's getting too much!*





▲ *Whumph! The runner gets a hammering.*



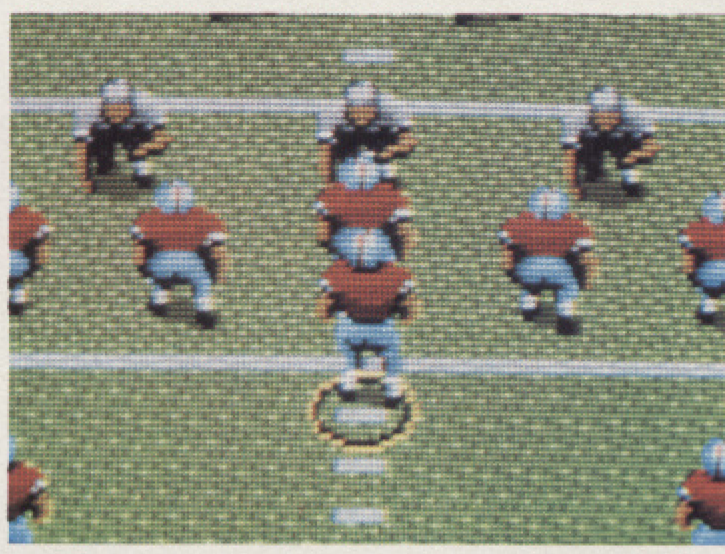

tana
ALL

COMMENT

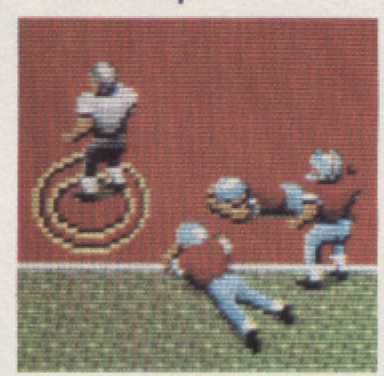


JULIAN

Personally I think releasing this is a completely daft idea. The graphics, sound, playability and presentation, good though they are, are nowhere near the standards set by John Madden's Football, so who's going to buy it? It's a far simpler game, so while it might take ten minutes less to learn, the comparatively limited gameplay results in its appeal waning quickly. It also suffers from an amazingly easy-to-beat computer opponent, resulting in swift single-player boredom. If you've already got John Madden's, don't bother buying this as you'll find it too simple and limited to be enjoyable. And if you haven't got an American Football game and want one, buy John Madden's.



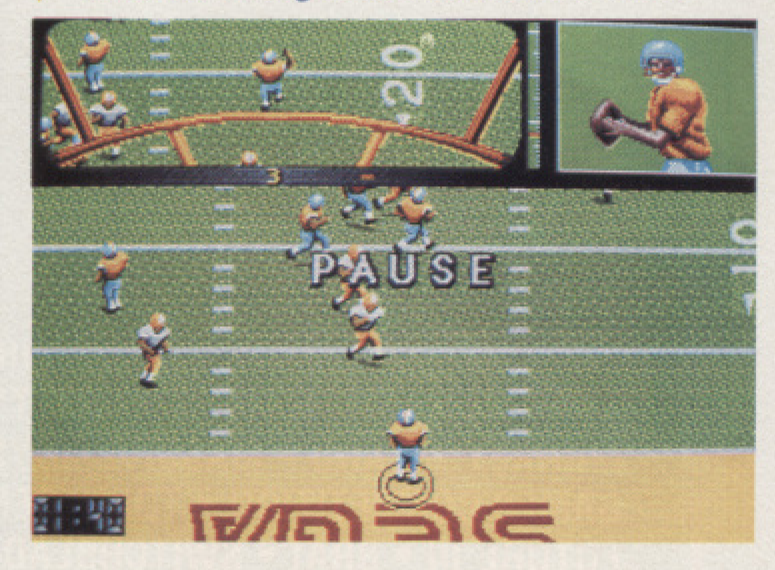
▲ *The players huddle in 4-3 formation, ready for the snap.*





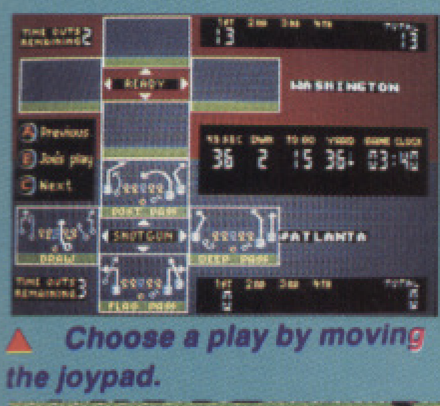
▲ *Touchdown! Success at last.*

▼ *The view through Joe's helmet for a throw.*

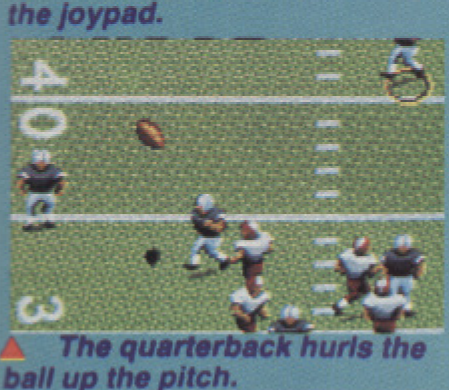


READY SET GO!

Each team should play to its own strengths. When running with the ball, make it look like you're planning to pass - then the other team will commit itself to zone coverage, leaving the field wide open for a fast running back. Passing means getting the receivers into open space, although the throw's limited by the range and accuracy of the quarterback.



▲ *Choose a play by moving the joypad.*



▲ *The quarterback hurls the ball up the pitch.*

JOE MONTANA FOOTBALL
©1990 SEGA OF AMERICA, INC.

BY: SEGA
PRICE: £34.99
RELEASE DATE: MAY
GAME DIFFICULTY: VERY EASY
LIVES: N/A
CONTINUES: 0
SKILL LEVELS: 11
RESPONSIVENESS: OK



PRESENTATION 85%
Excellent stills of Montana appear at certain points in the game, and an exhibition game guides you through the tactics.

GRAPHICS 80%
Fast and smooth graphics, but the players look more like Smurfs than American Footballers.

SOUND 84%
The effects are realistic and impressive, and the music's of a high standard as well.

PLAYABILITY 76%
This is a very accessible sports sim, and it's easy to get to grips with the control method.

LASTABILITY 56%
The problem is that the computer opponent is a complete pushover, and the only long-term appeal is in the two-player mode.

OVERALL 69%
Joe Montana's Football is fundamentally flawed, but it's still fun to play. However, John Madden's should be the priority purchase.

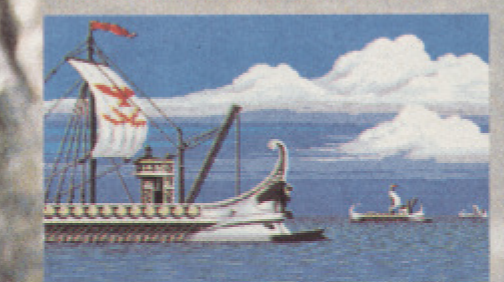
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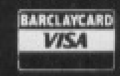
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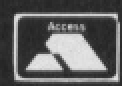
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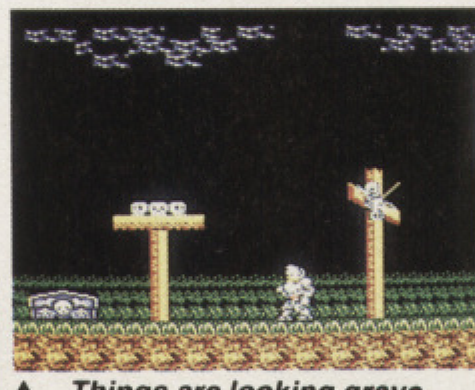
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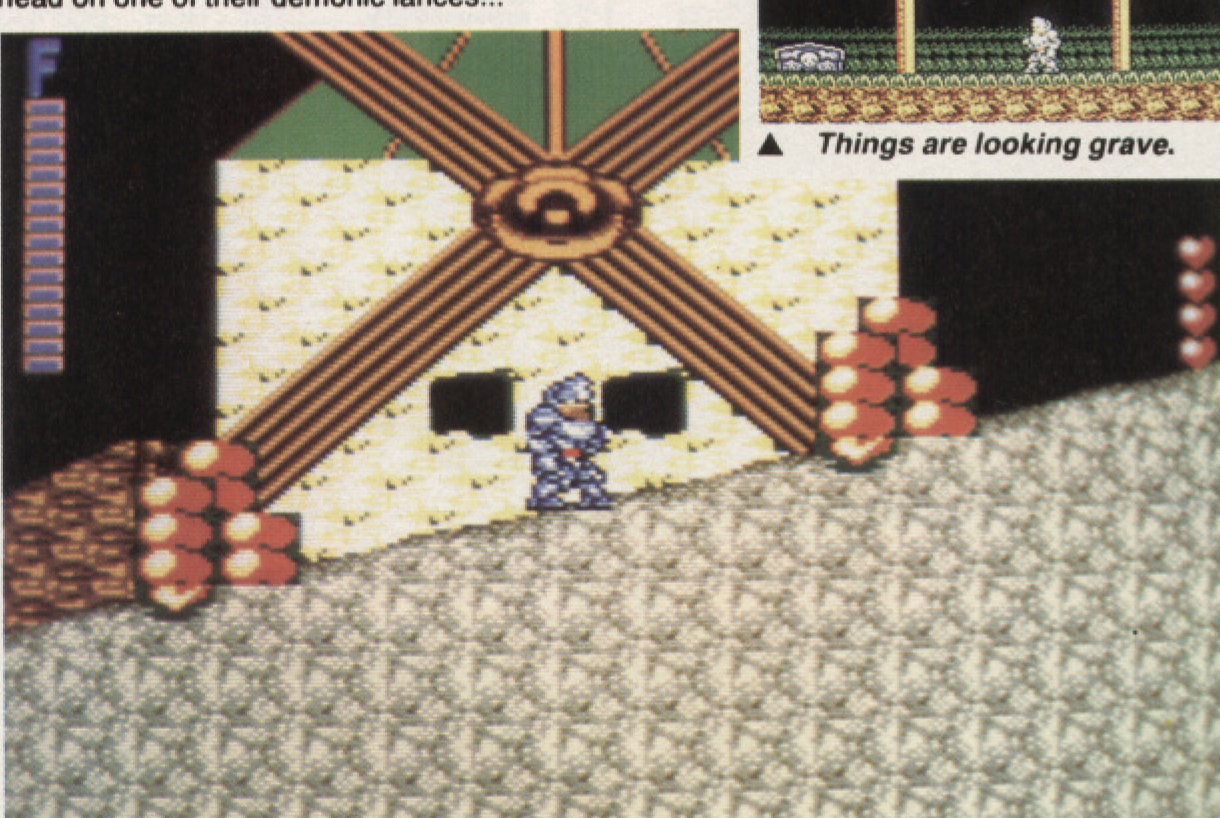
GHOULS 'N

The evil Prince of Darkness has returned to our fair pleasant lands, leaving a trail of death and destruction wherever he goes. Sir Arthur the Knight is one man who is particularly annoyed with this evil being's antics - mainly because the cunning demon has kidnapped his girlfriend!

Pausing only to jump into his special hardman's suit of armour and collect his magical lance, Arthur sets off for the final confrontation with this twisted creature. But five levels of scrolling action await before his woman can be safely returned - and the Prince of Darkness has infested the route with all manner of ghouls and ghosts. Not surprisingly, all of these creatures won't be satisfied until they've got Arthur's head on one of their demonic lances...



▲ *Things are looking grave.*

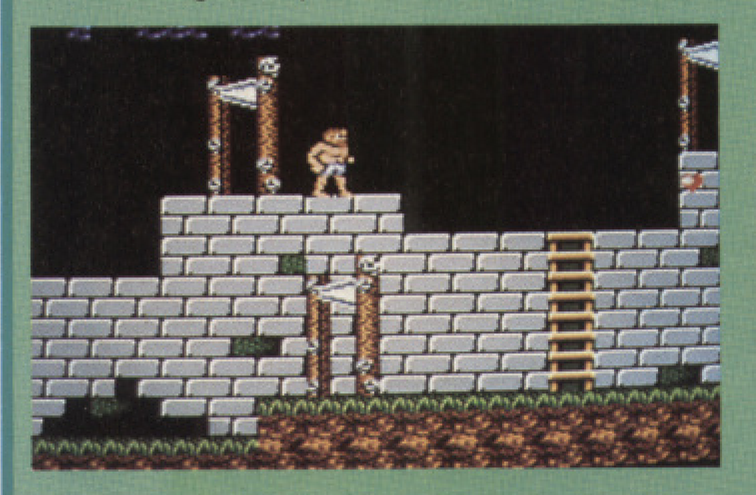


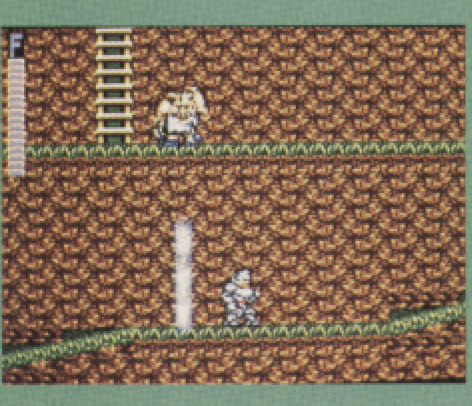


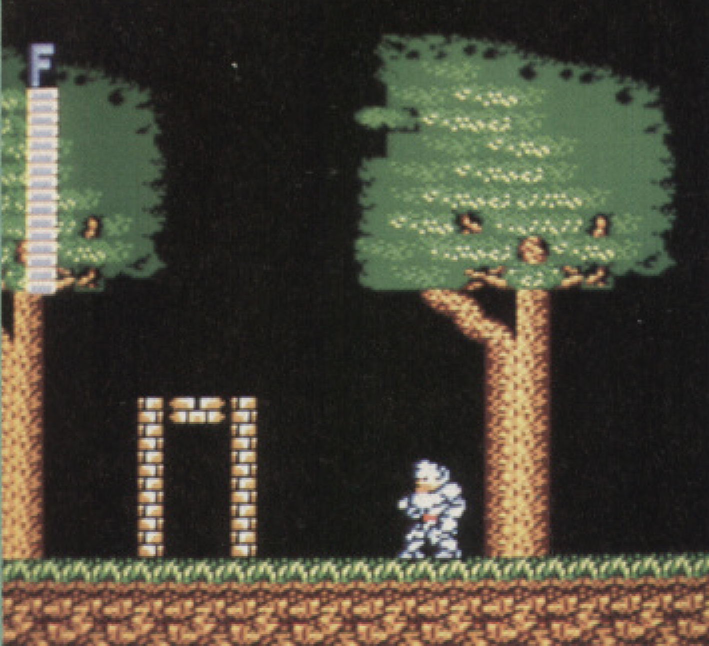
LEVELS 'N' LADDERS

There are five levels crammed into the Master System of Ghouls 'n' Ghosts - and they're reasonably close to the arcade version. The game starts out in the graveyard, where the undead attempt to butcher our hero. Later levels include a burning town (complete with windmills), icy caverns and the Prince of Darkness' deadly lair! Each level also has a colossal end-of-level gatekeeper...



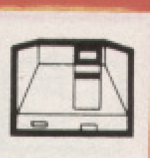






▲ *Having defeated the headless monster, the gate to Level two lies to the right.*







GHOSTS





THE TOOLS FOR THE JOB

Some treasure chests enable Arthur to take a trip to an equipment shop - but this is a shop with a difference - the items are free! The only slight downer is that only one object can be taken per visit. Among the items available are:

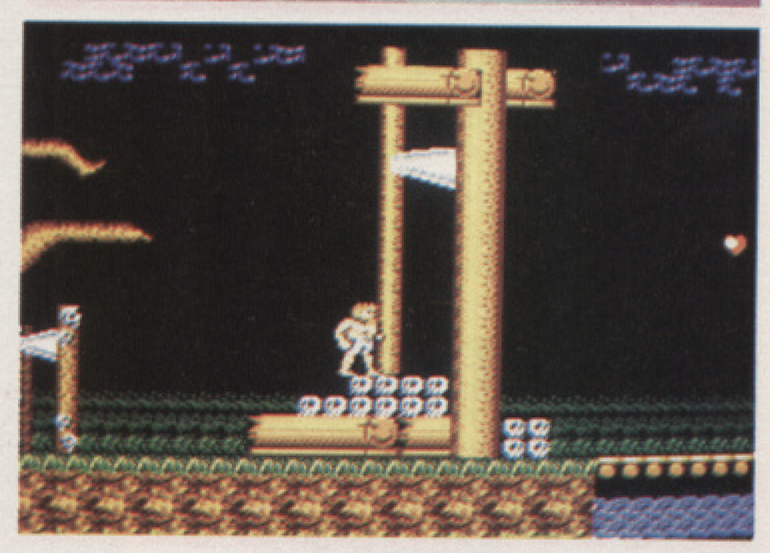
HELMET: Gives our hero a higher jump.
ARMOUR: Makes Arthur take more damage from the evil demons.
SHOES: Arthur's running speed is improved.
WEAPON: Makes Arthur's weapon more powerful.

Four levels of power are present in each item. From the lowest to the highest they are: silver, red, green and gold.

COMMENT

JULIAN

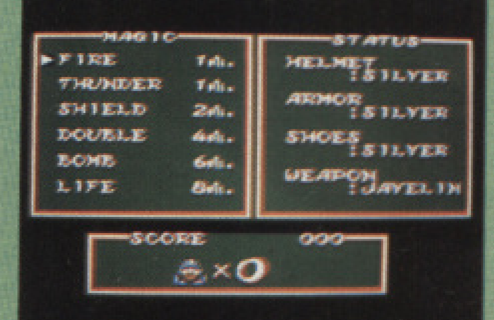
The Ghouls 'n' Ghosts coin-op is brilliant, and the Megadrive version is superb. But how well has it translated to the Sega Master System version? Well, I'm pleased to say it's great. When you first see it, you mightn't think so - the sound is horribly miserable and the graphics only just manage to capture the atmosphere of the original coin-op. However, it's in the playability stakes that Ghouls 'n' Ghosts scores highest. There are plenty of extra tweaks to make up for the graphical shortfalls, and there are new twists to enhance the gameplay and keep even arcade experts on their toes - I love all the extra power-ups you can now get! There's plenty of challenge and later on things get very tricky indeed. If you're after an enjoyable and entertaining game, try this one out.



MAGICAL MYSTERIES

Arthur has all manner of magic at his disposal, and this can be selected on the pause screen. The magic can be used simply by holding down button one on your pad. Once the meter is flashing letting go of the button unleashes Arthur's magical might! Some of these magic marvels weren't even found in the Megadrive or arcade versions!

FIRE: Shoots out four demon-frying fireballs!
THUNDER: Four lightning bolts destroy your foes.
SHIELD: Protects Arthur from the demonic hordes.
DOUBLE: A ghostly second knight appears to aid Sir Arthur.
BOMB: Destroys all enemies in one fell swoop!
LIFE: Adds to the player's life meter.



▲ *The stats screen shows your progress so far.*

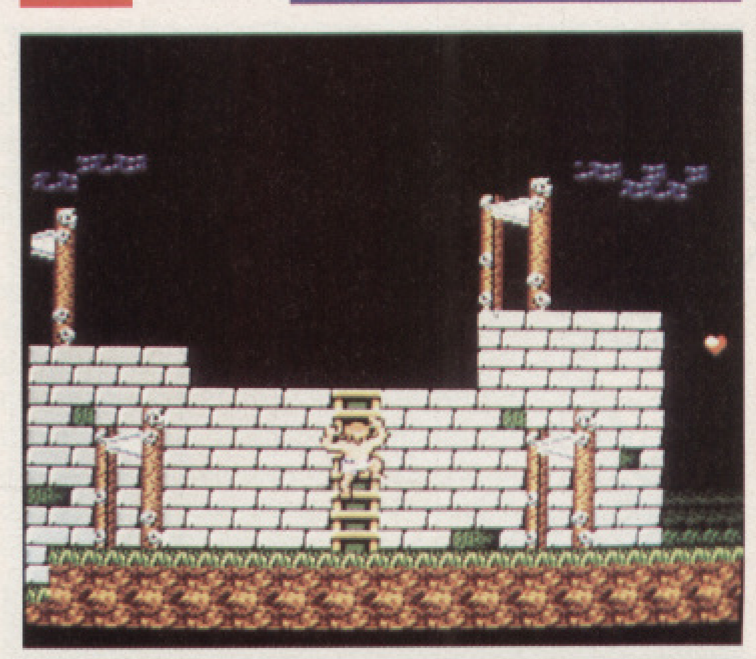


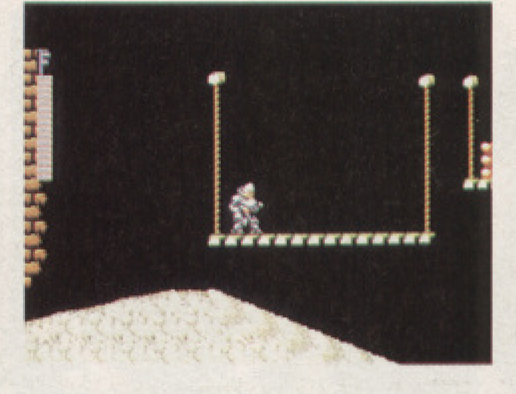
▲ *I have the power! Our lad prepares to unleash his magic.*

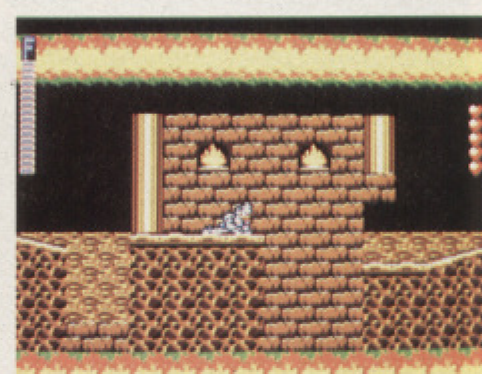
MEGADRIVE MAYHEM

Reviewed in issue one of MEAN MACHINES, Ghouls 'n' Ghosts was rated at 92% and is highly recommended to all Megadrive platform addicts. Funnily enough, according to Sega, it's their biggest selling Megadrive cartridge in both the US and Japan!









CHESTS O' TREASURE

Every so often, a treasure chest appears. Simply by blasting them, their contents can be revealed. Some hold very valuable items - others are less helpful...



▲ *Arthur needs to grab as many huge chests as he can lay his hands on!*



MAGICIAN: This magician doesn't like Arthur much, as he sends magical bolts at him that turn our hero into either a duck or an old man! Blast away at this medieval Paul Daniels in order to send him packing.

GATEWAYS: At the end of each level, a treasure chest appears that once blasted, leads Arthur onto the next part of the game.

EQUIPMENT SHOP: Sometimes during the level, this chest appears and once opened enables you to warp to the equipment shop - but more of this later...

▲ *Red Arremer king swoops to the attack.*

COMMENT

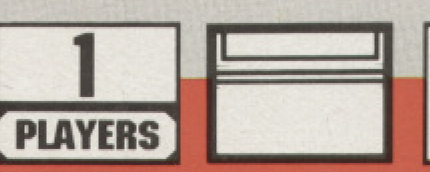
MATT

Okay, so the graphics look a little ropey and the sound annoys after a short while - but Ghouls 'n' Ghosts is still a pretty good Master System conversion of the monster Capcom coin-op. The playability of the coin-op still remains in this version and battling the meanies with all manner of weapons and magic is quite fun. The game is also really challenging - some of the levels have actually been expanded from their arcade counterparts! Ghouls 'n' Ghosts is quite a nice product and is well worth taking a look at.



BY: SEGA
PRICE: £29.99
RELEASE DATE: APRIL
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: GOOD

1 PLAYERS





PRESENTATION 69%
Nothing remarkable at all - the game could've done with some atmospheric screens.

GRAPHICS 79%
The backdrops and sprites mimic the coin-op adequately, but they're far from outstanding.

SOUND 66%
The sound effects and tunes are tinny and get rather grating after a while.

PLAYABILITY 82%
Plenty of Gothic horror thrills 'n' spills on offer here as you battle zombies and undead creatures.

LASTABILITY 76%
Five levels that are pretty challenging to complete, though the novelty fades after a while.

OVERALL 80%
A decent conversion that's recommended to fans of the coin-op.

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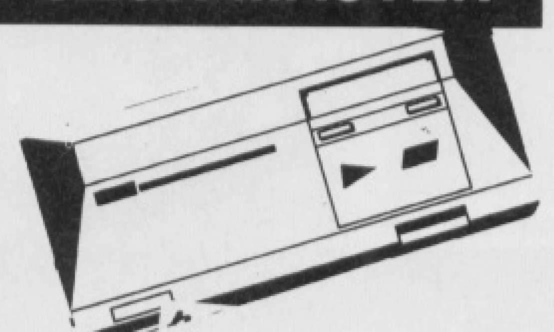
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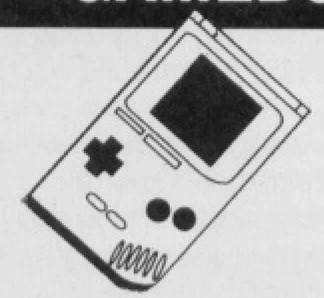


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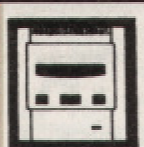
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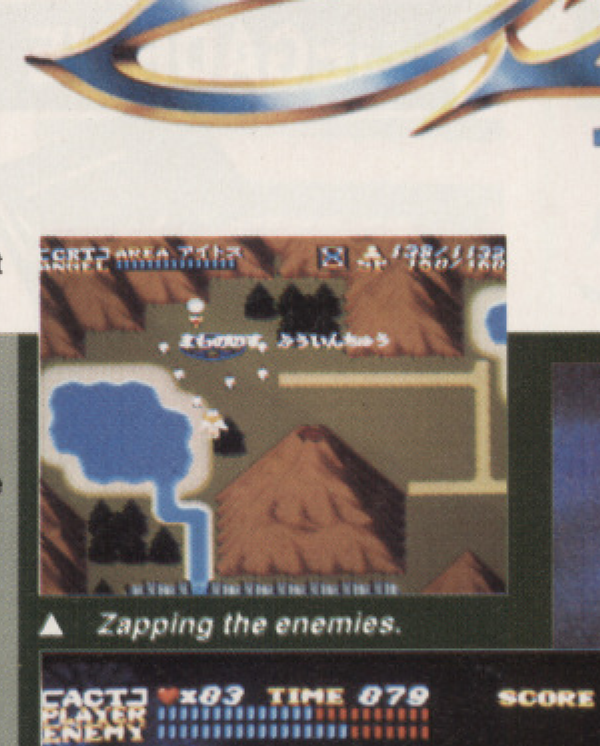
REVIEW

When the evil Gods decide to make trouble, they really go to town. The town where all the good guys live. The temples of the Dark Ones are spilling out monstrous creations to destroy the buildings and crops of the innocent. Only total eradication will stop them - and only one hero has the power...

Actraiser is split between a Populous-style overhead-viewed strategy game and a scrolling arcade slash 'em up that begins and ends each level. The strategy game stars a cherub, who flies around disposing of enemies with his bow and arrows in shoot 'em up style. Meanwhile, the faithful people build houses, plant crops, and use magic to zap the evil hideouts.

The followers invent items when asked, which range from corn to bridges. Once all the nasty bases have been zapped, it's into a flying cloud and on to the next arcade sequence to guide your knight against even more energy-sapping beasties.

There are six levels in all, and they're set over different landscapes including desert, arctic conditions, and a pleasant pastoral area. Each needs its own tactics, as creating the best conditions for worshipers is no easy task.



▲ Zapping the enemies.

▲ The mane man!







ICON, CAN YOU?



CREATE: The people pray to the God for inspiration and then rush out and make a useful item. What is made depends on the level of civilisation they've reached; anything from spells to bread can appear!



BUILD: The most important icon, this gets the happy folk to rush out of their homes and build some more, along with fields to supply crops. Obstacles must be cleared first!

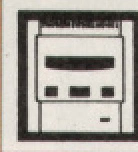


USE: When the followers have made something, use this icon to give it to them. Things can be transferred between levels, so if one settlement has a useful item it can be sent over to poorer cousins!

THANKS TO...

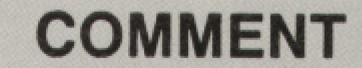
PC Engine Supplies for sending in the copy of Actraiser - the game they supply also comes with a rough translation of the instructions. For more details ring them on 0782 712759.







REVIEW





▲ *Spinal antics in the desert.*



SUPER Famicom
スーパーファミコン



▲ *Inca hoots with God.*

COMMENT

JULIAN

Although this has loads of Japanese text, understanding it isn't vital to the game, and while it might look complicated, it's surprisingly easy to control the action once you've learned what the icons do. And once you get into it, it's difficult to stop playing. The creation part is enjoyable, but the best bits are the six graphically incredible parallax-scrolling arcade levels (just check out the screen shots). Not only do they look good, but they sound utterly amazing - it's like there's a full orchestra inside the Super Famicom! The gameplay is tough, almost frustrating at times, but the quality of the entire program is so good, you just keep on coming back for more. If you're lucky enough to own a Super Famicom, this is an absolute must.

MONSTER MASH

The arcade sections contain a bewildering array of nasties to hack to shreds. Midget trolls guard the first few levels, and in the desert sequences huge sand snakes erupt from the floor. The bosses themselves are particularly unpleasant, with many more energy boxes than the hero! A giant Manticore, Egyptian Mummy, sorcerer (who becomes a werewolf) and a flying devil guard the exits of the levels. Pushovers they ain't!

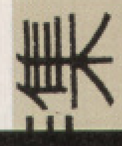
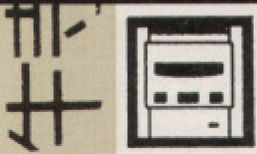


▲ *Get wet 'n slow to beat this guy.*



▲ *Tempt the Pharaoh's head downwards and avoid the missiles.*

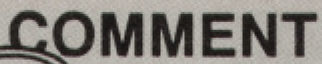
◀ *The Manticore leaps around the platforms.*

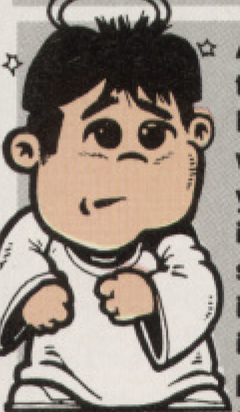
REVIEW







COMMENT

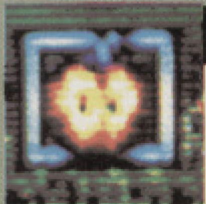


MATT

At first glance, this looked like a Populous rip-off with its "control your minions" idea. Once I studied the game in more depth, its great playability came apparent. The arcade sections are fantastic, and feature the best music ever heard on console or computer and offer a challenge that's tough without being dispiriting. The graphics are also outstanding, especially in the final showdown. The strategic element works well, although it may put off some people - they'd be silly to miss a game of this quality. If you've a Super Famicom, this MUST be your next purchase!

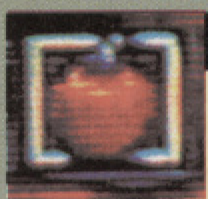
ARCADE ICONS

During the arcade sequence there are silver angel statues which are hacked open to reveal a useful icon.



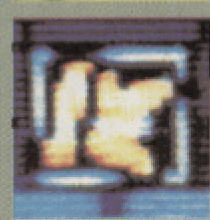
HALF APPLE

Gives your knight three extra energy points.



FULL APPLE

Replaces all lost energy.



FLAG

Collect these to increase your spell power.



500 POINTS

Add an extra 500 points to your score.



1000 POINTS

A big 1000 extra points on your score.



1-UP

Endow your knight with an extra life.









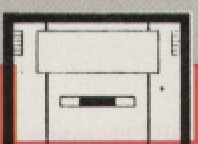


BY: ENIX

PRICE: £45.00

RELEASE DATE: OUT NOW
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: UNLIMITED
SKILL LEVELS: 1
RESPONSIVENESS: GREAT







PRESENTATION 92%

Excellent in-game presentation, plus an arcade game option!

GRAPHICS 91%

Some graphics in the God section are a little basic, but in the arcade sections, prepare to be more than impressed!

SOUND 96%

Incredible medieval tunes are heard in half the game, and superb cinematic epic scores in the other!

PLAYABILITY 91%

Once the bizarre control is sussed on the strategy, it's fun all the way. The action game's challenging and exciting.

LASTABILITY 86%

With six huge levels and an incredibly difficult finale, it's no easy task to finish this!

OVERALL 91%

A brilliant game that has it all - a chubby cherub, tons of action, and massive monsters. Who could ask for more?





REVIEW

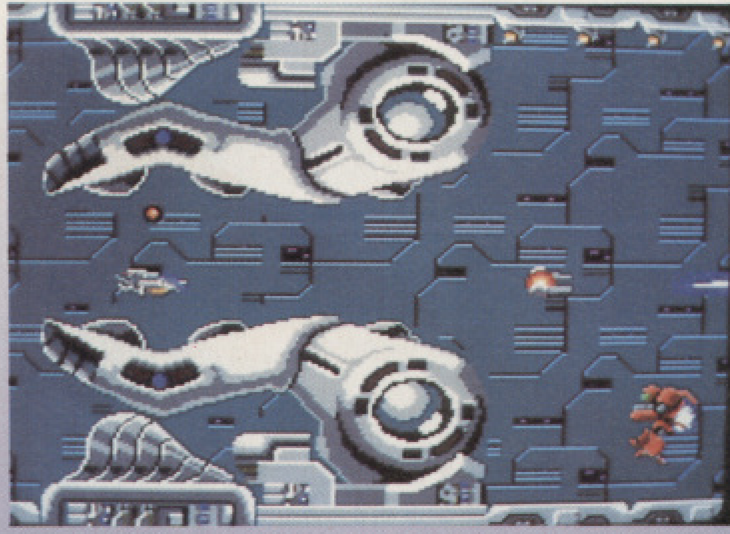
R-TYPE

The evil Bydo Empire is attacking the Federation and the only thing standing between them and victory is you and your R-9 fighter. This highly maneuverable attack craft is the apex in modern space fighter technology, and is well equipped to take on anything anybody throws at it. And the Bydo Empire are certainly throwing plenty!

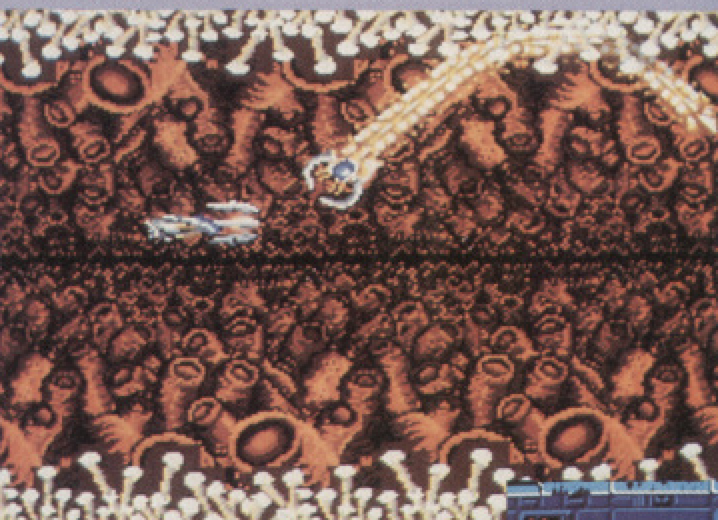
The mission of mercy takes place over eight horizontally scrolling levels, each packed with vicious and highly aggressive alien beings and craft, and each with a horrible guardian waiting at the end. The Bydos are certainly not renown for their good looks, and these guardians are revolting, ranging from a giant heart-type organism complete with a slimy robo-snake living at its core to a giant multi-eyed sponge monster.

The R-9 is a multi-role craft, and accepts bolt-on weaponry, available by shooting one of the many supply drones flown in by friendly forces. There are a variety of different weapons and some are better suited to certain battle situations than others - it's up to you to find out which.

At the end of the eighth level is Bydo himself, and he must be confronted in a one-on-one battle. There can be only one survivor...

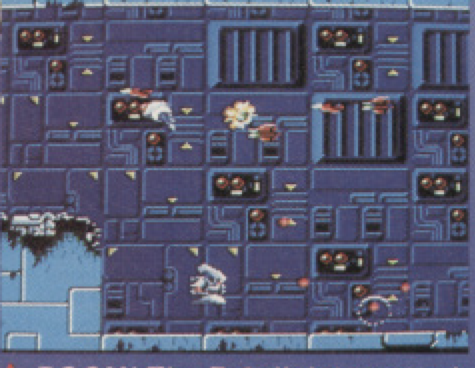


Passing through level one's Pincers of Doom.



R-TYPE SECRET

The Sega version of R-Type features a whole new secret level that never appeared in the arcade game. It's hidden on level four and is activated by flying up into a secret exit at the top of the screen. Can you find it?



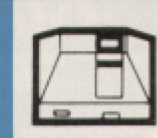
▲ ***BOOM! The R-9 disintegrates!***



▲ ***Only a full beam-up beats these guys.***



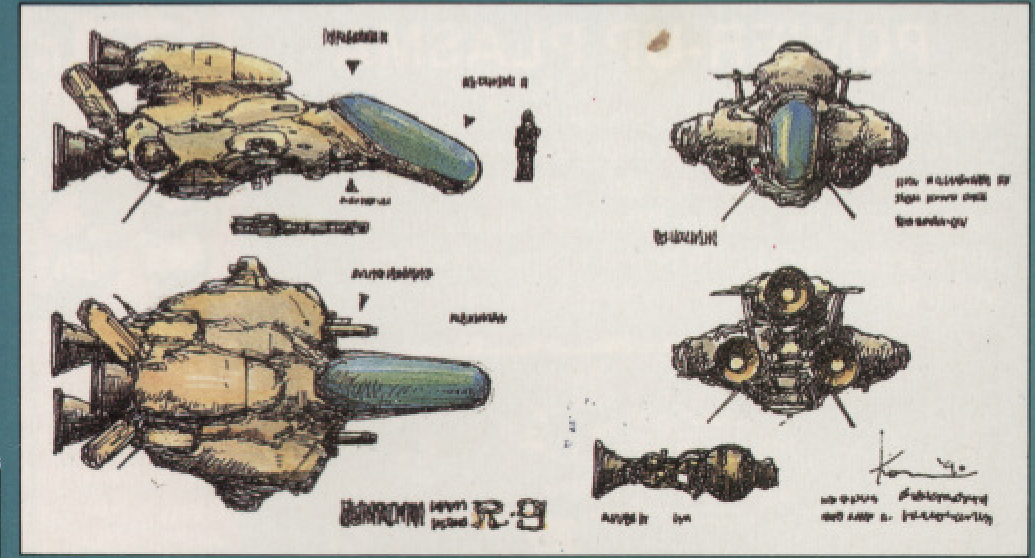
▲ ***Blast this boss at the end of level one.***



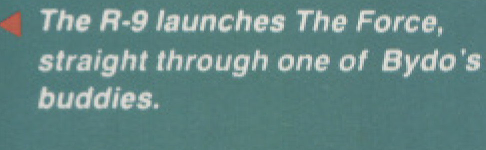

R-9 DIMENSIONS

The single-seater R-9 is a multi-role space fighter, fully adaptable and upgradable in battle to become the most fearsome attack machine ever devised by the Federation!

LENGTH: 16.2 m
HEIGHT: 5.1 m
WIDTH: 10.8 m
DRY WEIGHT: 31.0 t (1/g)
SPEED: 208 Km/sec



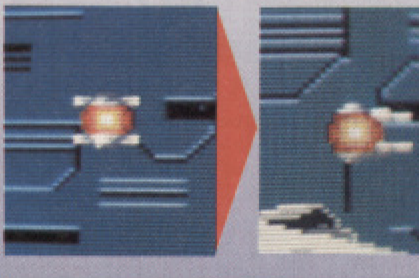

Shoot a path through the spores.

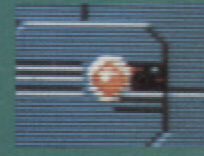
The R-9 launches The Force, straight through one of Bydo's buddies.

R-9 POWER

The R-9 is a very adaptable craft and is capable of taking a wide variety of extra weapons - here's the list.

FORCE: This protective pod can be attached either to the front or back of the R-9 and offers protection from enemy bullets. The force can also be made to float in front of the ship to give extra firepower.



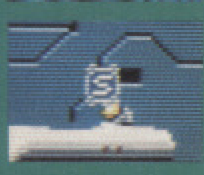
AIR-TO-AIR LASER: A deadly blue/red twin frequency laser which cuts a swathe through anything the enemy throws at you.



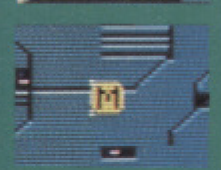
REFLECTIVE LASER: Blue frequency laser which rebounds off inert objects but destroys biological or organic material.



AIR-TO-GROUND LASER: Yellow frequency laser which drops to the ground and tracks along and around inert objects but destroys biological or organic material.



SPEED-UP: Makes the R-9 more maneuverable.



MISSILES: Adds a twin heat-seeking homing missile launcher to the underside of the R-9.



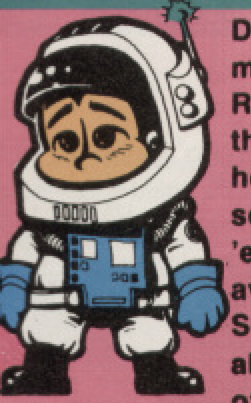
BITS: Two of these plasma-firing drones can be fitted to the R-9, one above and one below the craft. They act as outriggers and add extra width to your firepower.

CLASSIC GAME



Zap the blue eye to destroy the ring.

COMMENT

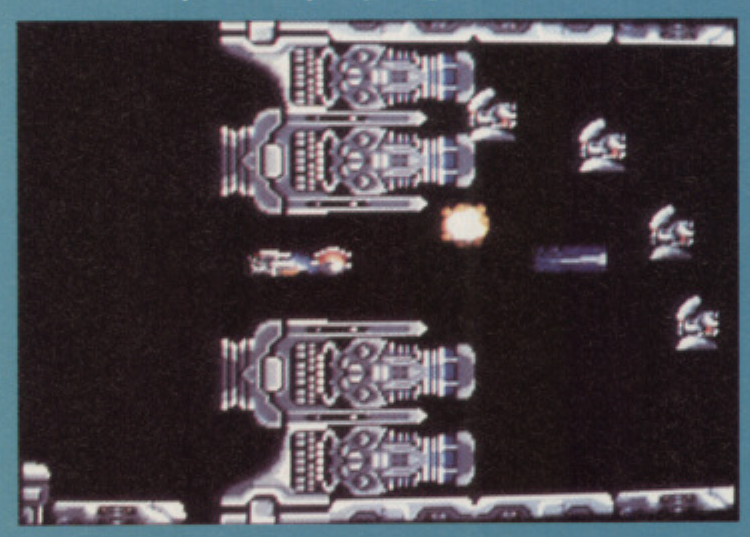


JULIAN

Despite some minor flaws, R-Type is one of the finest horizontally scrolling shoot 'em ups available on the Sega. Virtually all the features of the coin-op have been crammed into this excellent conversion, with all eight levels (AND a secret one) and identical game-mechanics! The graphics are stunning, and are about as close to the coin-op you could possibly get on the Master System. The sound's a bit wobbly, but nevertheless manages to add atmosphere to the action! The price you pay for this amazing accuracy is that the game plays a little slower than it does in the arcades, and there's also a bit of flicker when things get very busy. However, the challenging and highly addictive gameplay coupled with the superb visuals more than makes up for those deficiencies, and the end result is an exciting and rewarding blaster with plenty of long-lasting appeal. If you're a shoot 'em up fan and missed this when it was released, make sure you add it to your cartridge collection at the first available opportunity.

POWER-UP PLASMA

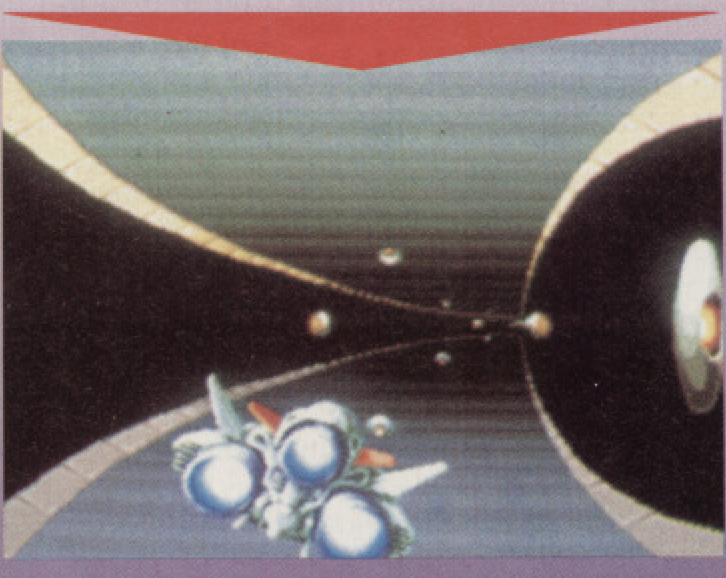
Normally the R-9 shoots short bursts of plasma fire, but keeping the fire button depressed for a second or two powers-up the plasma gun, indicated by a bar at the bottom of the screen. When you take your finger off the button a massive power-bolt is unleashed which destroys virtually anything in its path!



▲ *The R-9 releases an unstoppable plasma bolt!*

R-TYPE II

Irem's R-Type coin-op appeared in 1987 and wowed arcade goers with its great graphics and superb playability. The sequel, R-Type II was released last summer, and was basically very similar, with extra power-up weapons and a whole new Bydo fleet to blow into oblivion!





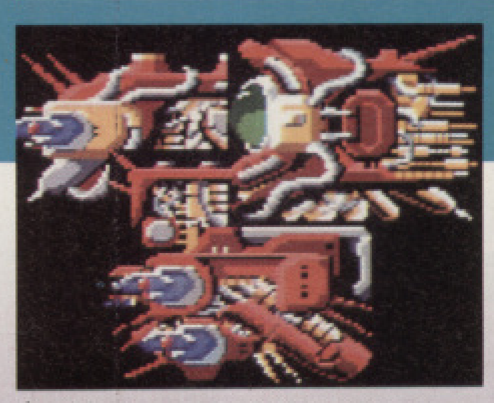


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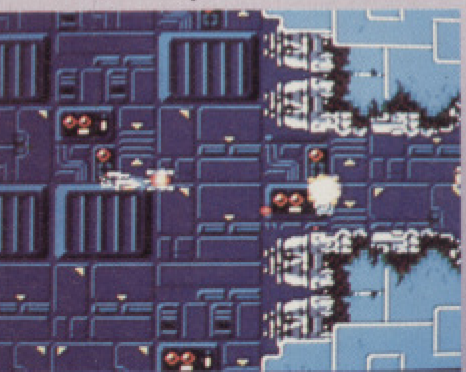


MATT

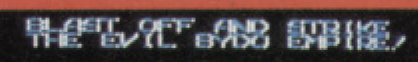
The lack of good shoot 'em ups on the Master System was redressed when this was released; it's one of the best blasters around on any system. Like Julian, I find the slowness of the game a little irritating, but that doesn't really detract from the high quality of challenge here. The range and variety of the power ups gives this extra oomph, and I'm happy to recommend this to any Sega owner. Watch out for the end-of-level guardians though!



▲ *This boss splits into three!*



▲ *Entry to level seven...*



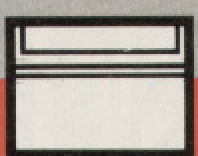
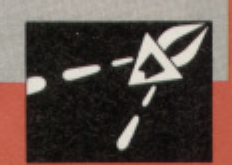


BY: SEGA

PRICE: £29.99

RELEASE DATE: OUT NOW
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: GOOD



PRESENTATION 79%

Fairly straightforward, with no frills.

GRAPHICS 93%

Similar tunes and effects to the coin-op reproduced in the usual, slightly wobbly Master System fashion.

SOUND 78%

It's certainly tough, but the quality of the gameplay keeps you coming back time and time again.

PLAYABILITY 94%

Superb sprites and backdrops which faithfully recreate the look of the coin-op.

LASTABILITY 86%

Eight big and tough levels to tackle, and a secret level to find - this one won't be cracked overnight.

OVERALL 92%

Despite a few minor niggles, R-Type is a slick and challenging blaster which deserves a place in every shoot 'em up fan's cartridge collection.

発売間近

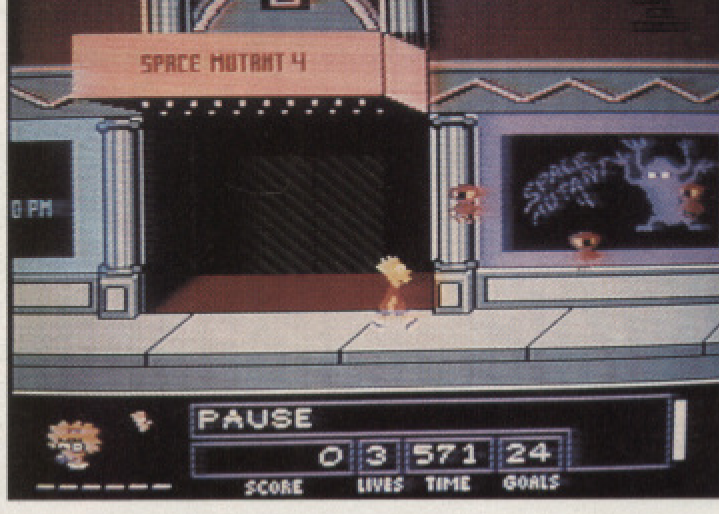
PREVIEW

THE SIMPSONS™ BART VS. THE SPACE MUTANTS

▼ *The evil aliens plot their dastardly plans for conquest!*

▼ *Bart thinks about making a call to Moe's tavern.*

▼ *Timing is crucial to get past the bouncing aliens!*



Aliens have invaded Springfield! Yup, the home town of the lovely Simpson family, famous for their sophistication, manners, and loving relationships with each other, has been visited by hideous creatures bent on the destruction of the human race. All they need to achieve this evil plan is a large number of purple objects, and there's only one fly in the ointment - Bart's on the case!

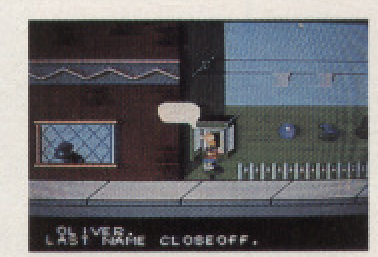
Set over five levels, the game starts on the streets of Springfield as Bart goes through covering up all the purple things he finds. Along the way he's hassled by spiders, pedestrians and assorted hazards. His X-ray specs allow him to see the aliens, and coins which give access to shops and bonus games. Every 15 coins give Bart an extra life!

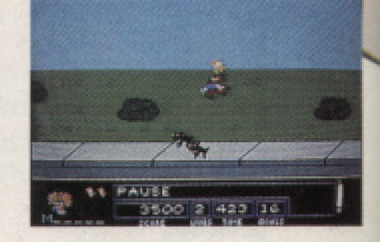
Later levels take place in the shopping mall, the amusement park, the Museum of natural History, and finally the Nuclear Power plant - where Bart's Dad Homer works. The family join Bart on his quest, except for baby Maggie - she's far too young to be of any use! Krusty the Klown and Jebediah Springfield, the founder of the town, turn up to aid our hero but other celebrities like Dr Marvin Monroe (a radio show host who's been having a few mental difficulties) are determined to cause Bart as much grief as possible. Skill and luck will see you through, providing you don't have a cow, man.



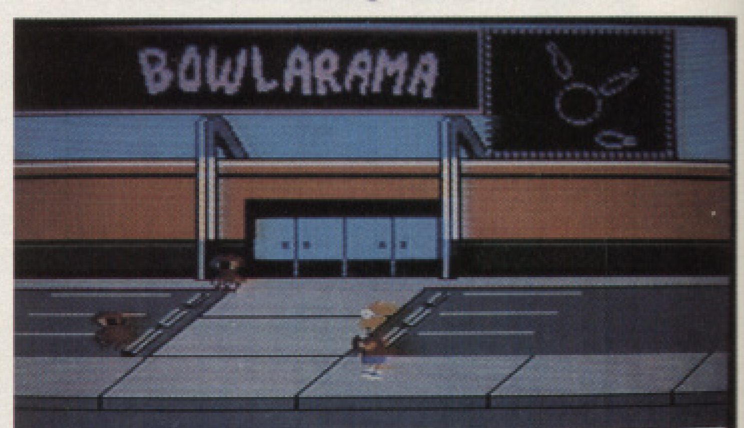


▼ *Bart winds up poor old Moe!*

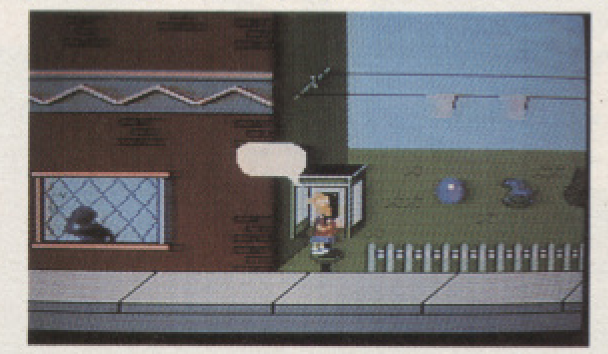




▼ *Fire a rocket at the sign to turn it on.*



Using the X-ray Specs to check for aliens.



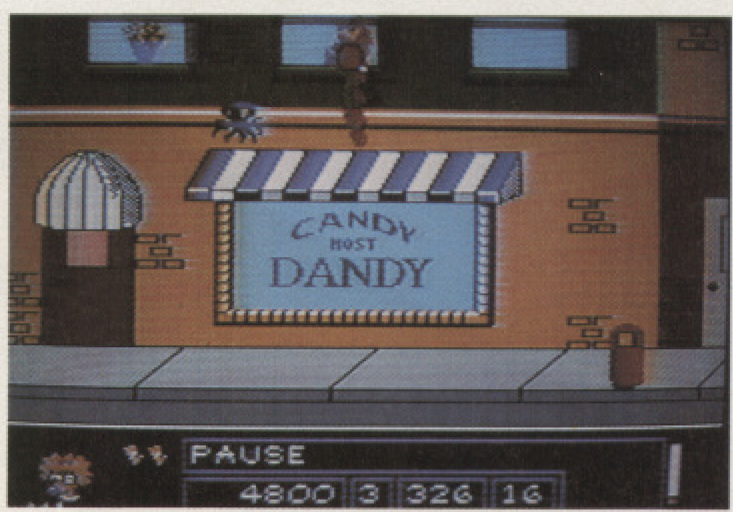
BART'S ARSENAL

The lad uses his natural abilities and reflexes to battle to the end of the game, but sometimes these aren't enough, so he has to grab or buy extra weaponry. Here's a glimpse at some of the weapons available:

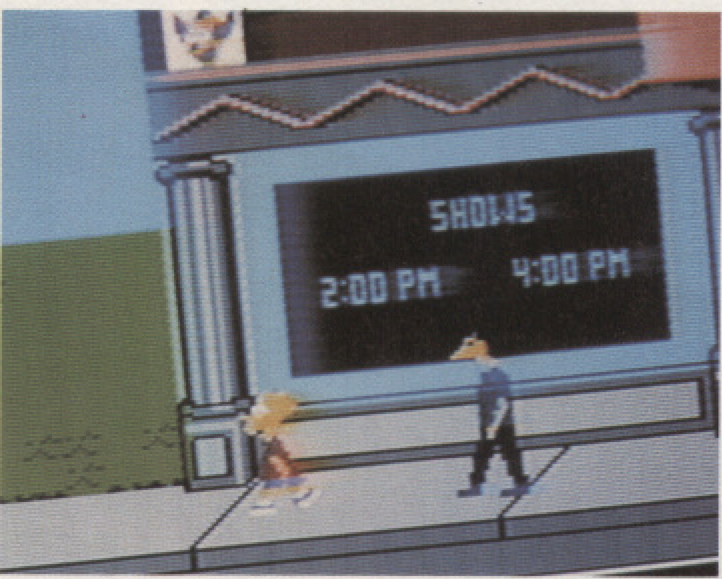


SPRAYPAINT: Not so much a weapon as a camouflage device, use this to change the colour of purple objects on the first level.
DART GUN: When in the Museum Bart finds this weapon on display. Grab it and use it to zap those baddies!
SLINGSHOT: In the amusement park this is a great weapon with which to play the stalls. Like the dart gun, it's got 12 shots, so use it carefully!

MATT GROENING



Bart leaps over the candy shop.



Heading back to the purple mailbox.

In space no-one can hear you rap!

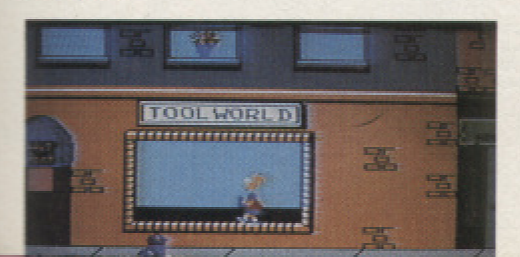


Bart and his Dad - a close relationship based on love and respect!

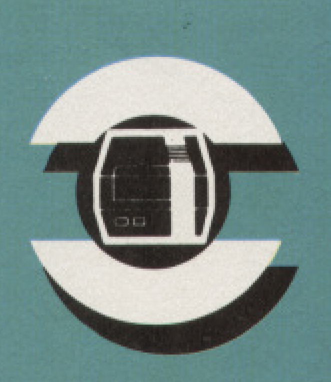
MATT GROENING

ONLY ON... SKY ONE!

The Simpsons is easily one of the best television programmes around! However, to watch it you'll have to persuade your parents to by a BSkyB Satellite dish, since it only appears on Sky One! If you've got a dish and haven't seen it yet (you're completely round the bend if you haven't) it's on Sundays at 6:30pm!







MEET THE SIMPSONS

HOMER: The Simpsons Dad, Homer is as thick as two short planks and as common as muck. He works at the Springfield Nuclear Power Station. His favourite haunt is Moe's Tavern, where he often drowns his sorrows.

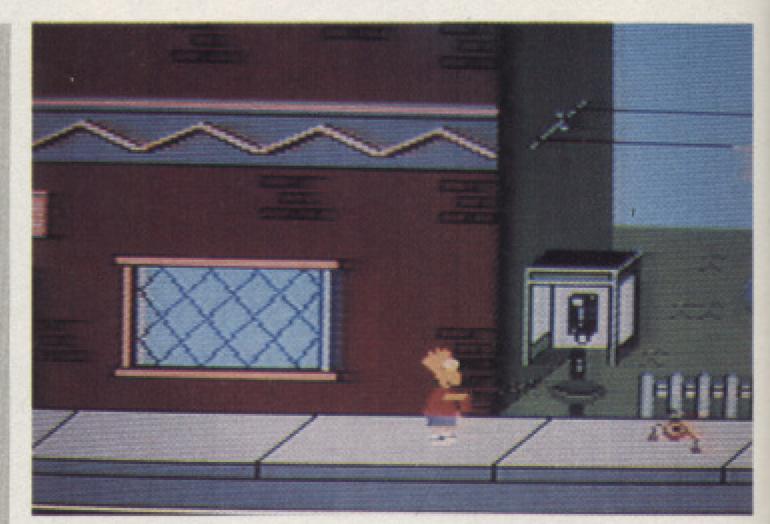
MARGE: Ex-radical feminist and now long-suffering Simpsons mother. She rules the roost, despite what Homer thinks!

LISA: Unlike Bart, who has the brains of his father, Lisa has the brains of her mother and is therefore very intelligent. Likes to reason, rather than fight, studies hard and is determined to go to college.

MADDIE: The Simpson's baby. Has yet to learn to speak, but has already learned how to get into trouble!

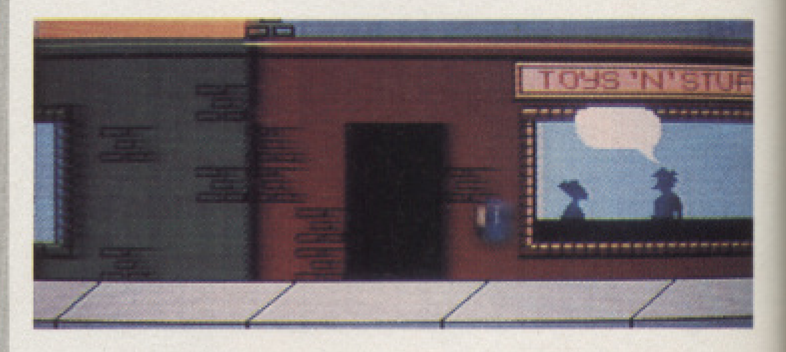
SUCK SUCK SUCK
MAGGIE SIMPSON

BART: He's an underachiever and proud of it! He's usually found in front of the blackboard in Springfield High where he stays late after school to write lines as punishment for all the trouble he's caused during the day!



OOH THEY ARE AWFUL

Purple things aren't the only objects that the aliens need for their diabolical plans. At the mall they're after hats, so Bart's got to knock the chapeaus from the heads of innocent civilians and scoop them up to keep the aliens with bare bonces. Balloons are the next on the list, so Bart has to burst them with his sling at the amusement park. Oddly enough, Exit signs and nuclear power rods are also on the list. Can Bart save the day and keep alive himself?





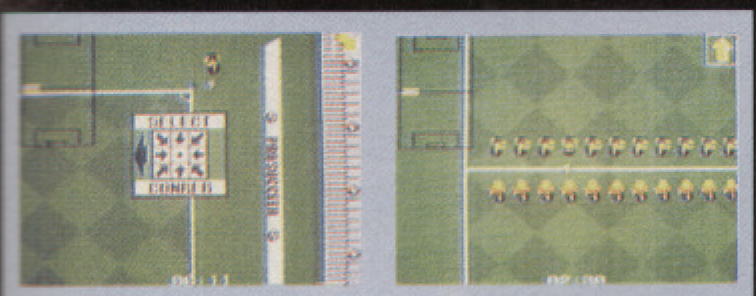
BY: ACCLAIM
PRICE: £TBA
RELEASE DATE: NOV
GAME DIFFICULTY: MEDIUM
LIVES: 3
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RESPONSIVENESS: GOOD


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After a brief break last month (not a Y-front holiday, as you might think), I'm back with more gossip, pondering - hmmmmmmmmmmmm - and some mindless bits of drivel to fill up the space. So read on, be entertained, and scratch your bottom when it itches.



KICK OFF ON SUPER FAMICOM

Well, it had to happen. The only thing that I ever have to get the Amiga out of the cupboard for is to play Kick Off. Well, now it can stay there forever because I won't need it any more. You see, the World's best football game is soon to be available on the Super Famicom, and it promises plenty. Pro Soccer (the programmers Imagineer had to change the name because nobody in Japan new what a kick off was) is a completely faithful recreation of the classic footy game, with all the features of the original, plus some extra ones, including a complete 24-team World Cup option! Here are a couple of pictures I've managed to get hold of - I'm sure the rest of the team will be bringing you more news later on...



GIGADRIVE IS ACTUALLY SEGA ARCADE SYSTEM

I've just had some more information regarding Sega's new console, dubbed the Gigadrive, that I revealed details about late last year. Apparently its real name will be the Sega Arcade System, and the idea behind it is rather like the Neo Geo System. Every new Sega coin-op that gets released will appear on the Sega Arcade System, and according to Sega, the conversions will be absolutely perfect.

There are five different controllers being made for the machine, a steering wheel (complete with floor foot pedals), flight controller, bike controller, an arcade joystick and a light machine-gun, which will all work with the first titles released for the machine - Super Monaco GP, GP Rider, Outrun, Line of Fire and G-Loc.

And if you're not excited yet, two other major coin-op companies have signed up agreements for the machine - Taito and Irem will be converting some of their coin-ops to the Sega Arcade System.

Sounds expensive? Well, Sega's target price for the machine is a comparatively reasonable £200.00, and games will cost around £50.00 each. The machine is scheduled for launch just before Christmas this year, so expect plenty more details and pictures during the summer.

OLD COIN-OPS WE'D LIKE TO SEE ON CONSOLES

There are plenty of new coin-ops appearing on consoles - but what about all the forgotten classics? Here's a list of the games I'd love to see on the Megadrive or Super Famicom.

I ROBOT (ATARI)
One of the most incredible filled-3D games of all time. Launched in 1984, it was years ahead of its time, and even now only the Super Famicom could do it justice.

DIG DUG (NAMCO)
The old '81 classic dig 'n' inflate 'em up - I'd love to see it back.

STARGATE (WILLIAMS)
The seldom seen sequel to Defender is the greatest shoot 'em up of all time, requiring razor-sharp skill and reflexes to survive.

COMMANDO (CAPCOM)
Superb up-the-screen mayhem in this World War II kamikaze mission.

BOMBJACK (TECMO)
This excellent 1983 bomb-collecting game would suit the Megadrive perfectly.

CRYSTAL CASTLES (ATARI)
The whizz-around 3D PacMan with a bear would be welcome here.

TEMPEST (ATARI)
Stunning, surreal colour vector graphic blaster would go down a treat on the Super Famicom.

SINISTAR (WILLIAMS)
Straightforward blast with genuinely intimidating speech. Let's see this on the Megadrive!

MR DO'S CASTLE (UNIVERSAL)
Gary Harrod asked me to put this in, but I must confess to having a soft spot for it too!



NEXT MONTH
ANOTHER FAB EXTRAVAGANZA OF REVIEWS, PREVIEWS AND FEATURES INCLUDING:
JAMES POND ON THE MEGADRIVE!
R-TYPE II ON THE SUPER FAMICOM!
JOE MONTANA ON THE SEGA!
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